

Fun activities to do at home

Mathletics

Your child has a login and password in the front of their reading journals. They can complete set weekly homework and play games against others in school or around the world.

99 Maths Club

Practice sheets to complete on the school website-under School Info tab- See if you and your child can increase your mental arithmetic by competing against each other.

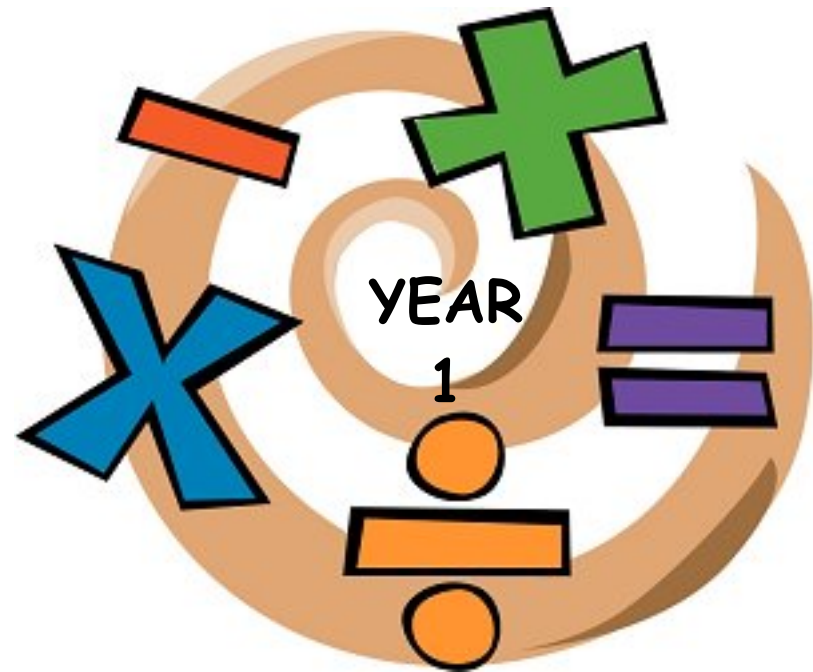
Track games



Make a number track to 20, or longer. Make it relevant to your child's interests - sea world, space, monsters... Then play games on it.

- ♦ Throw a dice. Move along that number of spaces. BUT before you move, you must work out what number you will land on. If you are wrong, you don't move! The winner is the first to land exactly on 20. Now play going backwards to 1.
- ♦ Throw a dice. Find a number on the track that goes with the number thrown to make either 10 or 20. Put a counter on it, e.g. you throw a '4' and put a counter on either 6 or 16. If someone else's counter is there already, you may replace it with yours! The winner is the first person to have a counter on 8 different numbers.

Maths at Pensans in Year 1



A booklet for parents

This booklet provides information on the maths taught in Year 1 through mastery, including methods of calculation. It also includes End of Year expectations for children in Year 1, as well as ideas and activities to try at home.

National Curriculum Expectations at the end of Year 1

The new National Curriculum is divided into different aspects of maths:

Number and Place Value, Calculations, Fractions, Measurements/Geometry and Statistics.

Number and Place Value:

- Count in steps of 2, 3 and 5 from zero and in tens from any number.
- Recognise the place value of any 2 digit number.
- Identify numbers and answers on a number line.
- Compare and order numbers from 0 up to 100 and use < > and = signs
- Read numbers to at least 100 in numerals and words.

Place value is central to maths. Understanding that the '5' in 54, has a different value from the number 5, or the '5' in 504 is an important step in your child's maths learning.

Calculations

Addition and subtraction

Use objects to solve problems with addition and subtraction.

Solve simple addition and subtraction questions mentally.

Recall and use addition facts to 20 fluently.

Add and subtract two digit numbers and ones, tens and then units.

Recognise that adding is the inverse of subtraction.

Multiplication and division

- Recall multiplication facts for the 2, 5 and 10 times tables including odd and even numbers.
- Calculate simple multiplication and division using \times / and =.
- Show division by using arrays, repeated addition, mental methods and problem solving.

Fractions

- Find small fractions and name them easily.
- Represent key fractions of a length, shape, set of objects or quantity.
- Write simple fractions and find values e.g. $\frac{1}{6}$ of 6 = 3
- Begin to recognise some equivalent fractions.

Measurements and Geometry

- Choose and use appropriate units to measure and estimate length/ height (m/cm)
- Compare and order lengths, mass and volume/ capacity.
- Recognise and use £ and p signs and make a value.
- Find different combinations of coins that equal the same amounts of money.
- Solve simple problems including adding and subtracting money.
- Compare and sequence times (12 and 24 hour)
- Tell and write time accurately to five minutes.
- Know the number of hours in a day and minutes in an hour.
- Identify the properties of 2D (sides, lines of symmetry) and 3D shapes (edges, vertices and faces)

Statistics

- Interpret and construct simple pictograms, block diagrams and tally charts.
- Answer simple questions by counting the number of objects in each quantity.
- Ask and answer questions about totalling data.

About the targets

These targets show some of the things your child should be able to do by the end of Year 1.

Some targets are harder than they seem, e.g. children who can count up to 100 may still have trouble saying which number comes after 22. They may have to start at 1 and count from there.