

Fun activities to do at home

Takings

For this game you will need a dice and a collection of small things such as Lego bricks, sticky shapes or dried beans. You will also need pencil and paper.

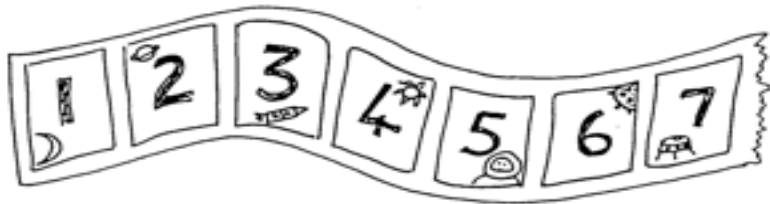
- ♦ Take turns.
- ♦ Roll a dice. Take that number of beans. Write down the number.
- ♦ Keep rolling the dice and taking that number of beans. BUT, before you take them, you must write down your new total.

For example, Sally has 7. She throws 4. She has to work out how many she will have now. She starts counting from seven: eight, nine, ten, eleven. She writes 11.

- ♦ You can only take your beans if you are right.
- ♦ The first person to collect 20 beans wins!

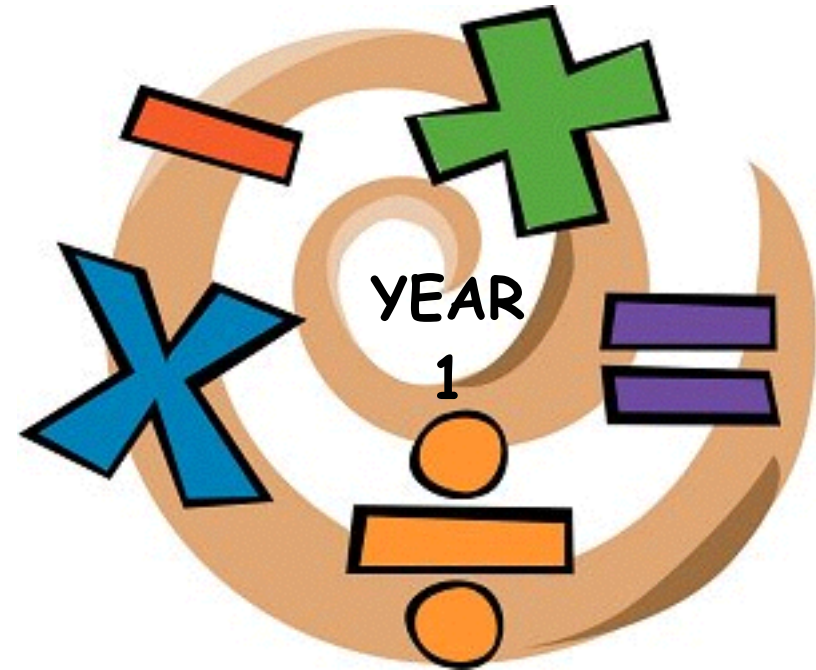
Track games

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, 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** and **Shape**.

Teaching in Year 1 will naturally build on learning in EYFS.
By the end of year 1, most children should be able to:

Number and Place Value:

- * Count both forwards and backwards, from any number including past 100
- * Read and write numbers up to 100 as digits
- * Count in 2s, 5s and 10s
- * Find 'one more' and 'one less' than a number
- * Use mathematical language such as 'more', 'less', 'most', 'least' and 'equal'

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

- * Use the +, - and = symbols to write and understand simple number calculations
- * Add and subtract 1 and 2 digit numbers up to 20
- * Solve missing number problems such as $10 - \underline{\quad} = 6$
- * Begin to use simple multiplication by organising and counting objects

Fractions

- * Understand $\frac{1}{4}$ and $\frac{1}{2}$ to explain parts of an object or number of objects

Measurements

- * Use practical apparatus to explore different lengths, weights and volumes
- * Use language such as 'heavier', 'shorter' and 'empty' to compare things they have measured
- * Recognise the different coins and notes of British currency
- * Use language of time such as 'yesterday', 'before', days of the weeks and months of the year
- * Tell the time to the hour and half-hour including drawing clock faces

Shape

- * Recognise and name some common 2-d shapes, such as squares, rectangles and triangles
- * Recognise and name some common 3-d shapes such as cubes, cuboids and spheres
- * Describe movements including quarter turns.

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.