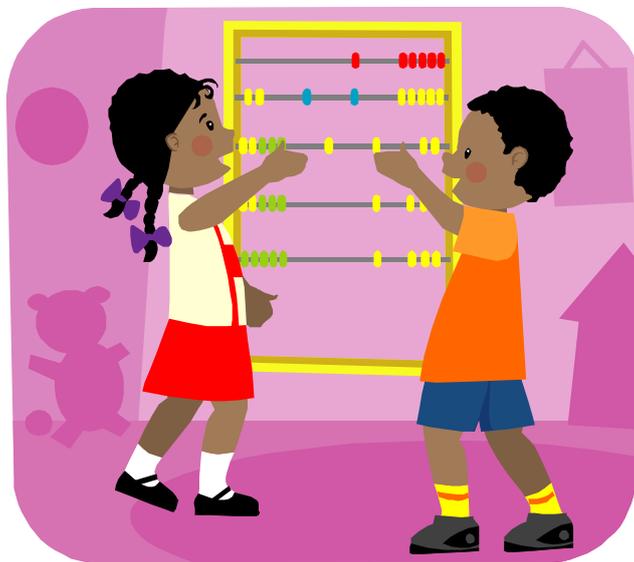


Supporting your child at home



Year 1



Mathematical Development

A booklet for parents

About the targets

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

Some statements are harder than they seem, e.g. children who can count up to 20 may still have trouble saying which number comes after 12. They may have to start at 1 and count from there.

These are some of the skills your child will come across in the year 1 class:-

- Read and write numerals from 0 to 20, then beyond; use knowledge of place value to position these numbers on a number track and number line
- Derive and recall all pairs of numbers with a total of 10 and addition facts for totals to at least 5; work out the corresponding subtraction facts.
- Use the vocabulary related to addition and subtraction and symbols to record addition and subtraction number sentences.
- Visualise and name common 2-D shapes and 3-D solids and describe their features; use them to make patterns, pictures and models
- Estimate, measure, weigh and compare objects, choosing and using suitable uniform non-standard or standard units and measuring instruments (e.g a lever balance, metre stick or measuring jug)
- Answer a question by recording information in lists and tables; present outcomes using practical resources, pictures, block graphs or pictograms.

Fun activities to do at home

How old?

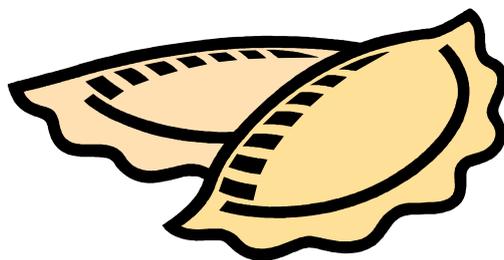
Start with your child's age. Ask your child:
How old will you be when you are 1 year older?
How old were you last year?
How old will you be 10 years from now?
and so on.

Takings

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

- Take turns.
- Roll a dice. Take that number of pieces of pasta. Write down the number.
- Keep rolling the dice and taking that number of pieces of pasta. BUT, before you take them, you must write down your new total.
- You can only take your pieces of pasta if you are right.
- The first person to collect 20 beans wins!

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 pieces of pasta if you are right. The first person to collect 20 pieces wins!



Out and about

On the way to school, see how many cuboids, spheres and cylinders you can spot.

Which did you see most of?



Housey, housey

When walking down the street with your child, look at house numbers.

These will probably be following a pattern of either odd or even numbers.

Can your child predict what number will be on the next house?

Talk about the pattern.

7

9

11

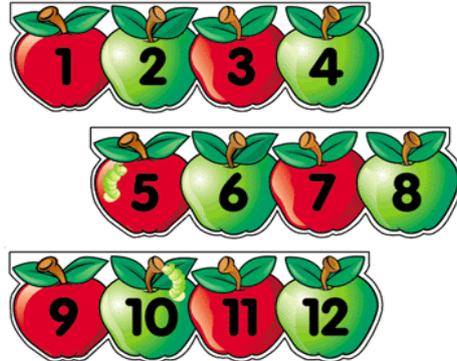
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Cupboard maths

- Choose two tins or packets from your food cupboard.
- Ask your child to hold one in each hand and tell you which is heavier, and which is lighter. (Check by reading the weight on each tin or packet.)
- If he / she is right, they keep the lighter one. Then choose another item from the cupboard, trying to find one that is lighter still.
- Carry on until your child has found the lightest item in the cupboard. It might be suitable to eat as a prize!

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.



Partial set shown
(Numbers 1-30)

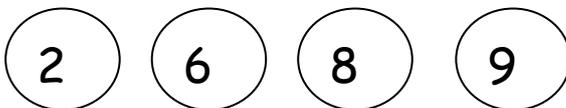
Throw a dice. Move along that number of spaces. BUT before you move, you must work out what number you will land on. If you are wrong, you don't move! The winner is the first to land exactly on 20. Now play going backwards to 1.

♦ 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.

Adding circles

For this game, you need a dice and pencil and paper.

- Each of you should draw four circles on your piece of paper. Write a different number between 2 and 12 in each circle.



- Roll the dice twice. Add the two numbers.
- If the total is one of the numbers in your circles then you may cross it out.
- The first person to cross out all four circles wins.

Dicey coins

For this game you need a dice and about twenty 10p coins.

Take turns to roll the dice and take that number of 10p coins.

Guess how much money this is. Then count aloud in tens to check, e.g. *saying ten, twenty, thirty, forty...*

If you do this correctly you keep one of the 10p pieces.

First person to collect £1 wins.

Don't forget to give the coins back!



Secret numbers

- Write the numbers 0 to 20 on a sheet of paper.
- Ask your child secretly to choose a number on the paper. Then ask him / her some questions to find out what the secret number is e.g.
 - Is it less than 10?
 - Is it between 10 and 20?
 - Does it have a 5 in it?
 - He / she may answer only yes or no.
 - Once you have guessed the number, it is your turn to choose a number. Your child asks the questions.

For an easier game, use numbers up to 10. For a harder game, use only 5 questions, or use bigger numbers.

0123456789