

Maths in Year 1.

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' or 'one less' than a number
- Use mathematical language such as 'more', 'less', 'most', 'least' and 'equal'

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.

Calculations

- Use the +, - and = symbols to write and understand simple number calculations
- Add and subtract one - and two-digit numbers, up to 20
 - Solve missing number problems, such as $10 - ? = 6$
- 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 week and months of the year
 - Tell the time to the hour and half-hour, including drawing clock faces



Fun maths games.

Shape activity At home, or when you are out, look at the surface of shapes. Ask your child - what shape is this plate, this mirror, the bath mat, the tea towel, the window, the door, the red traffic light, and so on. Choose a shape for the week, e.g. a square. How many of these shapes can your child spot during the week, at home and when you are out?

Dice game

You need a 1-6 dice, paper and pencil. Take turns. Choose a number between 1 and 10 and write it down. Throw the dice and say the dice number. Work out the difference between the chosen number and the dice number, e.g. if you wrote down a 2 and the dice shows 5, the difference is 3. You could also draw a number line to help your child to see the difference between the two numbers.

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.

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.

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.

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!