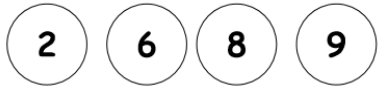
Adding circles

For this game, you need a dice, 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.

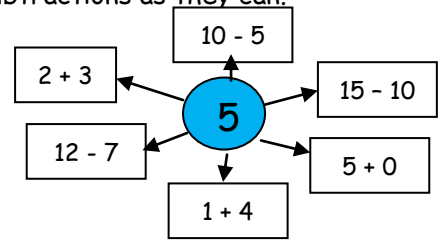
- Roll the dice twice. Add the two numbers.
- If the total is one of the numbers in your circles, then you may cross it out.
- The first person to cross out all four circles wins.



Target number

You could ask them to write a number, for example their age they are on a piece of paper. Then challenge them to try to make this using as many different additions and subtractions as they can.

Here is an example:



Counting and timing actions

- See how many skips, catches, goals, circuits you can do without stopping. Can you beat yesterday's score? How many seconds does it take you to get dressed/undressed, do a circuit, 20 skips, etc? Can you do it quicker than last time? Time with a timer and record on a number line.

Shape hunts

- Allow the children to hunt for shapes in their local environment, at home or out and about. What shape is this plate, this mirror, the bath mat, the tea towel, the window, the door, the red traffic light, and so on.
- They could also be given 'detective kits' (either images or simple descriptions) to help with their identification.
- Extend to 3d shapes - How many cuboids, spheres and cylinders you can spot. Which did you see most of?

Playing number board games

Games like Snakes and Ladders help to increase children's understanding of the value of a number as well as counting.

COBHAM Primary School

Maths matters!

Year 1

At Cobham Primary School our aim is to work in partnership with you to enhance your child's progress and enjoyment of maths! This leaflet is an aid to help you to support your child to develop their understanding of the range of maths concepts they will cover while in school. It aims to offer ideas of fun activities to engage and enhance your child's love of maths at home.

During Year 1 most children will learn how to:

- count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens
- count forwards and backwards, beginning from 0 or any given number
- identify one more and one less of a number
- represent numbers using objects and pictures and use the language of: equal to, more than, less than, most, least
- read, write number sentences involving +, – and = signs
- represent and use number bonds and related subtraction facts up to 20
- add and subtract one-digit and two-digit numbers to 20
- solve one-step problems involving addition and subtraction, using objects and pictures, and missing number problems such as 7 = □ – 9
- solve one-step problems involving multiplication and division, using objects, pictures and arrays with teacher support
- recognise, find and name a half as one of two equal parts and a quarter as one of four equal parts of an object, shape or quantity
- measure and begin to record the following:
    - lengths and heights
    - mass/weight
    - capacity and volume
    - time (hours, minutes, seconds)
- compare, describe and solve practical problems involving measure -ments
  e.g. longer/shorter, heavier than/lighter than, quicker/slower
- recognise and know the value of different coins and notes
- understand language relating to days of the week, months and years
- tell the time to the hour and half past the hour
- recognise and name common 2-D and 3-D shapes
- describe position, direction and movement

Fun activities to do at home

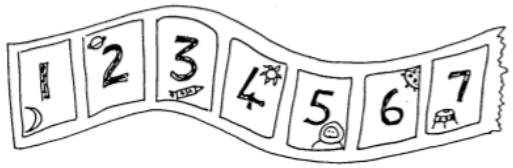
It is surprising but true that playing games can really help children's maths. Adding dice scores, playing dominoes, track or card games all help children's mathematics.

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?
  Is it odd/even?
  They 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.