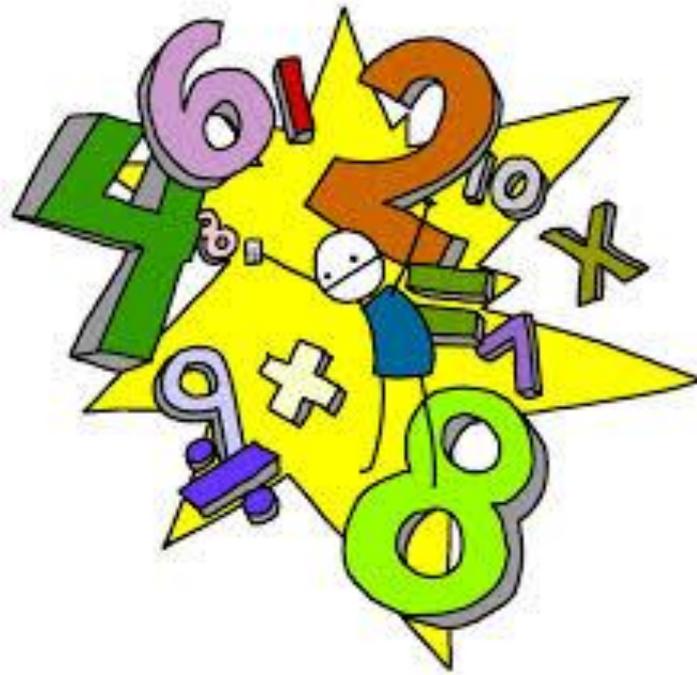


Targets for pupils in Year One



A booklet for parents
Help your child with
mathematics

New Year 1 targets

- count to 100 and beyond, forwards and backwards from any given number
- count, read and write numbers to 100 in numerals
- count in 1s, 2s, 5s and 10s
- know pairs of numbers that make 20
- identify one more and one less than a given number
- use the language of: equal to, more than, less than (fewer), most, least
- read and write numbers from 1 to 20 in words
- use +, - and = symbols
- add and subtract one-digit and two-digit numbers to 20, including zero
- solve one-step problems that involve addition and subtraction, using objects and pictures, and missing number problems such as $7 = \square - 9$

The most important
thing is to have lots
of fun!



Websites

There are lots of websites with fun maths activities. Here are a few suggestions.

<http://www.maths-games.org/adding-games.html>

<http://www.ictgames.com/>

<http://www.bbc.co.uk/bitesize/ks1/maths/>

<http://www.topmarks.co.uk/maths-games/5-7-years/counting>

<http://www.crickweb.co.uk/ks1numeracy.html>

<http://www.primaryinteractive.co.uk/maths.htm>

<http://www.wmnet.org.uk/resources/gordon/Hit%20the%20button%20v9.swf>

If your child has other favourite websites or you have ideas for different games please let me know and I will share the details with other parents.

- use common vocabulary for comparison e.g. longer/shorter, heavier/lighter, tall/short, full/empty, quicker/slower
- begin to measure length, height, capacity and weight
- recognise and know the value of coins and notes
- use time and ordering vocabulary e.g. before, after, next, first, today, yesterday, tomorrow and evening
- use language of days, weeks, months and years
- tell the time to the hour/half hour
- recognise and name common 2D and 3D shapes
- order and arrange objects
- describe position and movement, including half and quarter turns
- recognise and use half and quarter

How can you support your child with their maths?

Take advantage of numbers wherever and whenever!

Walking to school



- Identifying house numbers. What number comes next?
- Which side of the street has the even numbers/odd numbers?
- Estimate and count the steps between lampposts. Count backwards on the way home.
- Sing number songs.
- Count how many cuboids, spheres and cylinders you can spot. Which did you see most of?

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, Jack has 7. He throws 4. He has to work out how many he will have now. He starts counting from seven: *eight, nine, ten, eleven*. He writes 11.
- ◆ You can only take your beans if you are right.
- ◆ The first person to collect 20 beans wins!

Dicey coins

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

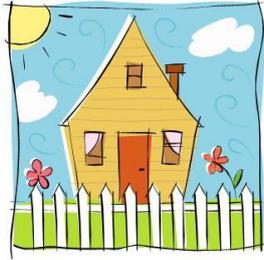
- ◆ Take turns to roll the dice and take that number of 10p coins.
- ◆ Guess how much money this is. Then count aloud in tens to check, e.g. *saying ten, twenty, thirty, forty...*
- ◆ If you do this correctly you keep one of the 10p pieces.
- ◆ First person to collect £1 wins.
- ◆ Don't forget to give the coins back!

In the car



- Listen and sing along to number song cds.
- Choose a colour car each and keep a count/tally of how many cars you each see. The person with the most wins.
- Add the numbers together on car number plates. This can be developed to car bingo - each chooses a target number (best to 10). Think about which pairs of numbers add to make your target. Look out for cars that have two numbers that add up to your target number. The first person to shout bingo when they see a car with their target number wins.

At home



- Count the steps as you go upstairs, count backwards as you come down. Develop this to counting in 2s, 10s, or 5s as you go up/down each step.
- Have count downs to special events. Look at a calendar. Find out how many days there are in a week, in each month, in a year. How many weeks are in a year? How many months are there in a year? Name them. Which is the sixth/last/ month etc.? When are the birthdays or important dates in your family's year? Put them in order.
- Count how long it takes to brush your teeth, tie your shoelaces etc.
- What can you do in the time it takes to count to 100 - get dressed, have a shower, etc.?

- Count money in purses/piggy banks. The coin sorting money boxes are great for counting in 2s, 5, and 10s.
- Have fun playing maths games - snakes and ladders etc. or make up your own. Here are a few ideas:

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.