

Year One

Spring Term



## Maths Activities For Home

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100



This term we are learning to.....



- Partitioning numbers into tens and ones
- Comparing numbers using the language greater than/ less than/ equal to
- Finding one more/ one less
- Count in multiples of 2s, 10s and 5s
- Recall pairs of numbers that make 10 and 20
- Revise names and language associated with 3D shapes: *cube, pyramid, sphere, cone, cuboid, cylinder*
- Read and write numerals from 0 to at least 50 and position these on a number line or number track
- Relate addition to counting on
- Relate subtraction to counting back
- Compare, describe and solve practical problems for mass/weight and length/height
- Estimate, measure, weigh and compare objects
- Measure and begin to record mass and length using non-standard and standard units

### Key Vocabulary

#### **For numbers and place value**

Number to 50 and to 20 as words, partition, tens, ones, digit, greater than, less than, equal to, add, plus, subtract, minus, takeaway

#### **For length:**

Height, long, tall, short, longer, shorter, cm, m

#### **For mass:**

Mass, weight, heavy, light, heavier than, lighter than, grams

## Activities

These activities will all support your child's learning/understanding of maths concepts.

- Count on and back in ones from any given number - challenge to see how far you can count.
- Count on in twos (to 20), fives (to 50) and tens (to 100) See computer game listed below.
- Play pairs of numbers to 10 (number bonds). You say a number e.g. 4 they say the number that makes it add up to 10 (6). They need to know all number bonds for numbers up to 20. See computer game listed below.
- Writing numerals, forming them correctly and checking that they face the right way, use lots of fun colouring pens, draw in the sand, chalk on the floor, make a number book.
- 3D shapes: building models using 3D shape bricks. Can you spot 3D shapes in the world around you? E.g. cylinder postbox, sphere football.
- Mass: practise weighing objects using grams and comparing the weight of objects around the house using the key vocabulary. Look for food items in your cupboard and read the labels to find out how much they weigh.
- Length: practise measuring items around the house with rulers or footsteps around the outdoors. Ask which is the longest/ shortest?
- Don't forget how good board games are for developing addition and counting. Roll two dice, add the total to find your number of moves. Knocking down skittles and say how many are left.



## **Useful websites**

Counting in twos (Fishy 2's) <http://www.ictgames.com/fishy2s.html>

Counting in tens (Fairies in the fog 10) [http://www.ictgames.com/fairyfog10s\\_v2.html](http://www.ictgames.com/fairyfog10s_v2.html)

Counting in fives (Fairies in the fog 5) [http://www.ictgames.com/fairyfog2s\\_v2.html](http://www.ictgames.com/fairyfog2s_v2.html)

Number bonds to 10 (Save the whale)

[http://www.ictgames.com/save\\_the\\_whale\\_v4.html](http://www.ictgames.com/save_the_whale_v4.html)

Subtraction [http://www.ictgames.com/soccer\\_subtraction.html](http://www.ictgames.com/soccer_subtraction.html)

Place value [http://www.ictgames.com/sharkNumbers/sharkNumbers\\_v5.html](http://www.ictgames.com/sharkNumbers/sharkNumbers_v5.html) and

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