



Maths in Year 1



How to help your child at home and have fun!

The **National curriculum** maths objectives for children in Year 1 are on the back of this leaflet.

Some targets are harder than they seem.

For example, a child who can say the numbers up to 20 may still have trouble saying which number comes after 12. They may still need to count up from 1, in order to know what comes next.

Maths in Year 1—Games to play:

Secret numbers

- ✦ Write the numbers 1-20 on a sheet of paper. Ask your child to secretly choose one. Ask then questions to try and work out which one it is:

Is it less than 10?

Is it between 10 and 5?

Does it have a 5 in it?

They can only answer yes or no. Once you have guessed it, you choose a number and your child can ask the questions. To make it easier use less numbers, to make it harder use bigger numbers.

Shape activity:

- ✦ At home, or when you are out look at the surface of shapes. Ask questions—what shape is... the plate, the mirror, the window, the phone?

Choose a shape for the week. See how many they can spot wherever they are.

How old?:

- ✦ Start with your child's age. Ask them:
How old will you be next year?
How old were you last year?
How old will you be in 10 years time?

Try with other family members ages too.

Dice game:

- ✦ Write down a number between 1 and 10. Roll a die and say the number.

Draw a number line to find the difference between the 2 numbers. Eg: The difference between 2 and 5 is 3.



Maths in Year 1—Games to play:

Track games:

- ✦ Make a number track of numbers 1-20—make it relevant to your child with stickers; dinosaur or sea creature or whatever interests your child. Throw the dice. Guess which number you will land on. Move along to that square if you guess right. If you are wrong, you don't move.

Cupboard maths:

- ✦ Choose 2 tins or packets of food. Ask your child to hold one in each hand and tell you which is heavier or lighter (you can check on the packaging for the weight) Keep going to try and find the lightest item in your cupboard—this may even be suitable as a prize!

Adding circles:

- ✦ Each of you should draw 4 circles on some paper and write a number between 2 and 12 in each one. Roll your 2 dice and add the 2 numbers together. If the total is in one of your circles you cross it out. The first person to cross out all of theirs is the winner.

Dicey coins:

- ✦ Take turns to throw 2 dice—add the numbers up and take that number of 10p coins. Guess how much money you have. Then practise counting out the coins—counting in 10s. If you count correctly you win a coin. The first one to collect £1 is the winner.

Out and about:

- ✦ On the way to school, see how many cubes, cuboids, spheres, cones and cylinders you can see. Which did you see the most of?



Cube



Cuboid



Sphere



Cone



Cylinder

Year 1

I can	Maths - Year 1(expected)
Number and Place Value	Count forwards in 1s, 2s, 5s and 10s up to 100 starting at any number.
	Count backwards in 1s, 2s, 5s and 10s up to 100 from any number.
	Read numbers from 1 to 20 in digits and words.
	Write numbers from 1 to 20 in digits and words.
	Say a number which is one more than any given number up to 100.
	Say a number which is one less than any given number up to 100.
	Make numbers using objects and number lines.
	Use =, >, <, most and least up to 100 in number sentences.
	Understand mathematical statements up to 100 involving +, - and = signs.
	+ and -
Add 2 single digits up to 20.	
Add a single digit number to a 2-digit number up to 20.	
Add 3 single digits up to 20.	
Subtract a single digit from a 2-digit number up to 20.	
Answer addition number bonds to 20 very quickly.	
Answer subtraction number bonds to 20 very quickly.	
Solve one-step problems that involve addition up to 100 using apparatus.	
Solve missing number problems that involve addition up to 100 using apparatus.	

I can	Maths - Year 1(expected)
	Solve one-step problems that involve subtraction from 100 using apparatus.
	Solve missing number problems that involve subtraction from 100 using apparatus.
	Solve one-step times table and division problems up to 20 using objects, graphs, charts and arrays with my teacher's help.
x and +	Understand the x and + sign.
	Tell you what halving and doubling are.
1/2 and 1/4	Tell you what happens if you add two equal halves of a shape together.
	Tell you what happens if you add four equal quarters of a shape together.
Measures	Measure lengths and heights and write my results in centimetres and metres.
	Measure mass and weights and write my results in grams and kilograms
	Measure capacity and volume and write my results in millilitres, litres and cubes.
	Measure how long things take and write my results in minutes, seconds and hours.
	Tell you the difference between days, months and years in the date.
	Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.
	Identify cuboids, cubes, pyramids and spheres.
	Describe things which are either top, bottom, middle, next to and directions.
	Describe things which have made half, quarter and three-quarter turns.

