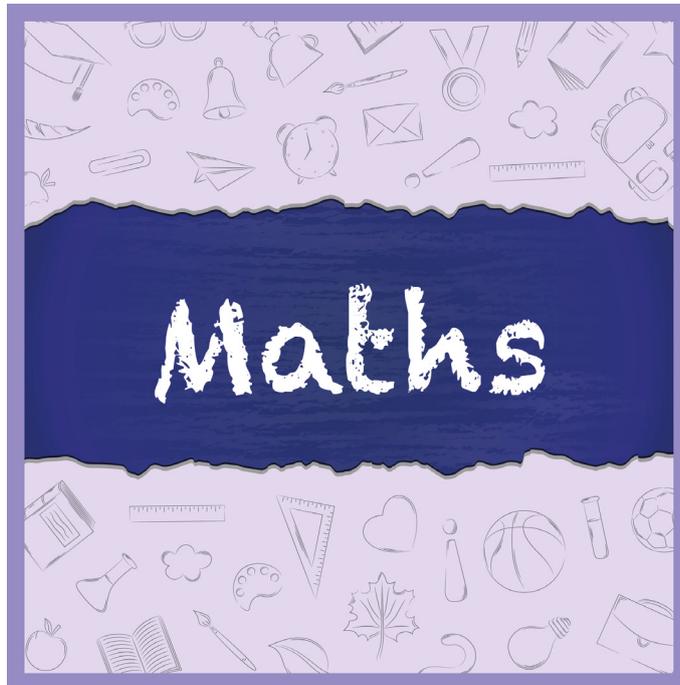




PLANNING TOGETHER. LEARNING TOGETHER.

# YEAR 1

**Maths at home for Parents and Carers**  
*Place value and addition and subtraction*



This short leaflet covers the **Core Concepts** and ideas that your child will need to know this year.

You will find suggestions for games to play, activities to do and websites to access to support you, as your support your child.

**'Catch-up Funding'**  
offer for schools



# Websites and Links

## Key learning

- <https://whiterosemaths.com/parent-workbooks/#year2>
- <https://mathsbot.com>
- <https://classroom.thenational.academy/subjects-by-key-stage/key-stage-1/subjects/maths>

## Equipment

Many of the activities included in this helpful leaflet will not require any special equipment. If you have access to online resources this will be useful but not essential when supporting your child.



## Maths Words and Phrases

- A **digit** - 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9 are the ten **digits** we use in everyday numerals. Example: The numeral 53 is made up of 2 **digits** ("5" and "3").
- Two-digit numbers are made up of **tens** and **ones**. Example: 17 has 1 ten and 7 ones
- Describe the **position** of numbers. Example: 6 is **one more than** 5, 12 is **one less than** 13, 5 is **halfway between** 0 and 10.
- Use the language of addition:
- Example: the **total** of 2 and 8 is 10, 6 and 3 is 9 **altogether**, the **sum** of 1 and 6 is 7, 3 **more than** 5 is 8.
- Use the language of subtraction:
- Example: 10 **take away** 3 is 7, 8 **subtract** 2 equals 6, the **difference** between 8 and 5 is 3, 2 **less than** 6 is 4.
- When a calculation can be completed either way we say it is **commutative**.  $3+7=10$  and  $7+3=10$
- Number Bonds are the addition of 2 numbers that add to a third number e.g.  $2+8=10$ ,  $9+1=10$

# Key Learning 1

- Count within 100, forwards and backwards, starting with any number.
- Read and write numbers and number names to 20.

## GAMES & IDEAS



- **Ten Nice Things** Give each player 10 small, appealing objects. Throw a 0 - 6 dice (with numerals or spots), the player is allowed to take that number of objects from the other player and describe what has happened to their group of objects, e.g. '10 and 3 more equals 13' The second player has a turn. Ask questions e.g. 'Who has more? Fewer?' 'How many more?', 'How many more do you need you make 10?' etc.



- **Comparing Numbers** Place a pack of cards (numbers only) face down in the middle of a table. The first player throws a dice and the second player turns over the top card. Which number is larger? The player with the larger number wins a point. Put the card back on the bottom of the pile. The first player to get 10 points wins.



- Find these numbers on your 100 square:
- Your age
- Fingers and toes
- Children in your family
- Your house number
- Your shoe size
- Write the numbers in words.

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



- If you would like to watch a teaching video about numbers within 100, here is a link: <https://bit.ly/34G2Rpn>

# GAMES & IDEAS



- **Secret Card** Each player gets a set of cards Ace to 10 One child selects a "secret card" from their hand and places it face down. The second child tries to guess what the number on the card is by selecting a card from his hand and placing it face up. The first child then tells whether the secret card is greater or less than the face-up card. The second child continues to make guesses until he has discovered the value of the secret card. Players then switch roles.



- **Number Hunt** Search the house for numbers and write them down. Can you see a number greater than 20? Describe the numbers you have found.



- If you are reading this document online simply click on the image.

Brain Teaser



# Key Learning 2

- Develop fluency in addition and subtraction facts within 10.

## GAMES & IDEAS



- **Card Race** Each player lays out number cards (or playing cards) 1-9. Take turns to roll two 1-10 dice, e.g. 6 and 3, find the difference between the 2 numbers and turn over the card. Winner is first to turn over all 9 cards.



- **What's my Card?** This game for three players, one player is the leader and the other two are the players. The two players each draw a card and, without looking at it, hold it up to their foreheads so that everyone else can see it. The leader announces the sum of the two cards. Each player must figure out which card is on his or her own forehead. When both players have figured out their cards, a new leader is chosen and the game continues.



- **First to 30** Take turns to roll two dice, add up the dots on the top and record the total. Roll again and add your two totals together. Repeat and the winner is the first to get to 20.



# GAMES & IDEAS



- Heads or Tails? You need a ten frame each (a grid of 2 rows of 5 squares). Put 10 pennies into a cup, take turns to shake and tip them out. How many landed on heads? How many tails? Place onto the ten frame and get a point for writing a number fact to 10, e.g.  $4 + 6 = 10$ ,  $6 + 4 = 10$ . Bonus point for subtraction fact, e.g.  $10 - 4 = 6$ ,  $10 - 6 = 4$ .



- Making 10 Remove the King and Jacks from the pack of cards. Deal out 5 cards to each player (hold them so that no-one else can see them). Put the rest in a central pile, face down. The aim is to collect pairs of cards which add up to 10 (Queen counts as 0, Ace as 1). If you collect a pair, take it out of your hand and put it, face up, in front of you.
- Take it in turns to choose a player and ask them for a particular card. If they have it, they must give it to you. If not, they tell you to 'fish' and you take a card from the central pile. At the end of the game, when all the cards are gone from the middle, the player who has the most pairs is the winner.

