

Year 1 – Maths Home Learning Ideas

Summer Term 6

This term, please practise with your child:

- Know numbers 11 to 19 as '10 and a bit' (e.g. $11 = 10 + 1$; $12 = 10 + 2$; $13 = 10 + 3$ etc)
- Doubles of numbers within 10 (e.g. $1 + 1 = 2$; $2 + 2 = 4$; $3 + 3 = 6$; $4 + 4 = 8$; $5 + 5 = 10$)
- Know the months of the year (in order).
- Tell the time to the nearest hour on an analogue clock.
- Tell the time on an analogue clock (half past)

Please continue to practise:

- Quick recall of pairs of numbers (number bonds) to make 6, 7, 8, 9 and 10



Key Vocabulary

number bond	two numbers added together to make another number (e.g $2 + 3 = 5$)
double	twice as much or as many.

Here are some ideas to help you do this:

	Further explanation / Ideas of how to practise
Number bonds.	<p>Number bonds – two numbers that add together to make a whole. e.g. $5 = 1 + 4$ or $3 + 2$</p> <p>Play games matching pairs with playing of numbers together to make a bond (ie. 5 and 2 to make 7); roll a dice and say the other number (the complement) to make the bond.</p> <p>Use pegs and a coat hanger to create the number bonds</p> <p>Create a rainbow of the 'bonds'</p>
Doubles	<p>Play games using playing cards or dice to double the number shown – needs to be quick</p>
Know the months of the year (in order).	<p>Talk about the months, which months certain events or birthdays are in and how many months away things are, e.g. Christmas</p>
Tell the time to the nearest hour on an analogue clock. Tell the time on an analogue clock (half past)	<p>Reading clocks around the home, creating a timetable with clocks</p>

Online Activities

The school has subscribed to NumBots. NumBots is an online platform to help your child practise maths facts at home. They both can be downloaded as apps on your phone or tablet. Your child has a username and password. This is stuck in their reading record.



A website packed full of useful Maths and English games.



Numberblocks! Watch and play games with the Numberblocks.



Maths Games to play at home!

Beat the Clock!

- Create a set of flashcards from 0 to 10 or use playing cards
- One player shows a card and the other player has to say the number that is needed to add to that number to total 10 (its complement).
- Time how long it takes for the player
- Swap roles and try and beat each others' time.



Flip 'n' Roll

- You will need flashcards 1 – 20 for this game
- Draw a numberline from 0 to 20. Each player choose a different colour pencil
- Turn over a flashcard (e.g. 14)
- Flip the coin. Head = 1 more / Tail = 1 less (e.g. 1 more than 14 is 15)
- Place the new number on the numberline (15)
- First to 3 in a row wins.

14



For more game ideas go to the school website for the 'Bare Necessities' game packs <https://stratford-sub-castle.wilts.sch.uk/maths-at-home/>