

Year 1 – Maths Home Learning Ideas

Summer Term 5

This term, please practise with your child:

- Know numbers 11 to 15 as '10 and a bit' (e.g. $11 = 10 + 1$; $12 = 10 + 2$; $13 = 10 + 3$ etc)
- Recognise all coin values
- Recognise all note values

Please continue to practise:

- Say 1 more or 1 less than a given number to 20
- Say 2 more or 2 less than a given number to 20
- Know pairs of numbers (number bonds) to make 6, 7, 8 and 9



Key Vocabulary

number bond	two numbers added together to make another number (e.g. $2 + 3 = 5$)
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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>
Subtraction facts	<p>Subtraction facts for number bonds – the reversal, e.g. $5 - 2 = 3$, $5 - 1 = 4$</p> <p>Play 'Kims' game with number bonds – needs to be quick!</p>
Recognise all coin values Recognise all note values	<p>Play 'shops' at home and use real coins and notes.</p> <p>Sorting coins – take a handful of coins and sort into the different values</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.



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/>