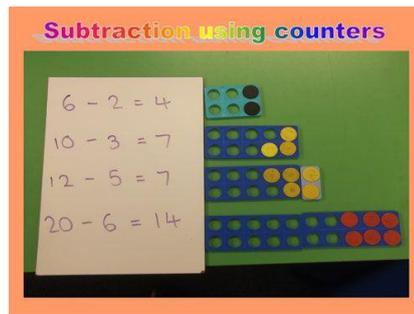# Using Numicon in Key Stage 1
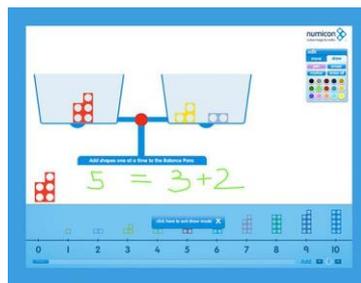
- Simple sorting by categories**.**

- Find 1 more/1 less.

- Circle game. Show a shape. Ask a child to find the shape in the feely bag by counting the holes/circles.

- Use the shapes to make repeating patterns. Start with 2 shapes. Now use 3 or 4 shapes. Extension: write down the numbers to make a number pattern.

- Show odd and even numbers. What do you notice about these shapes?

- Make a line down the middle of the base board. Can you make a symmetrical pattern?

- Exploring how many ways you can make a target number. E.g. 6. Now write these as a sum:
  2 + 2 + 2 = 6, 4 + 2 = 6…

- Make a number line using the shapes.

- Number bonds to 10/20. I have 5, does anyone have another shape that with mine will make 10? Play this with working partners.

- Give me 8 in shapes. Write it as a number sentence/sum.

- Problem solving:
  There were 5 dolls on the shelf and 3 dolls on the floor. How many altogether?

- Subtraction:
  Using counters or other Numicon shapes.

- Balancing scales.

- Doubling.

- Halving. Find a shape, e.g.6. Now find 2 smaller shapes that fit into it. Take 1 shape away. How many left?

- Use shapes to represent 'teen numbers'.

- Tens and units.

- Use 3 shapes to make 20 in lots of different ways.

- Times tables.

- Counting in 2's, 5's, 10's.

- Addition by counting on. E.g. 11 + 4, (make 11 with the shapes, then 4 but count up from 11 rather than starting from 1).

- Which shapes can you use to make squares? Which can you use to make rectangles?

- Fractions. Using the Numicon pegs, show me ¼ of 4. ½ of 6.

Next steps.

- Division. How many sets of 2 shapes fit into 8? 8 ÷ 2 = 4

- Investigations.
  Sort shapes into odds and evens. Which types of numbers when added together, always make an even/odd number?

- Rounding to the nearest 10.