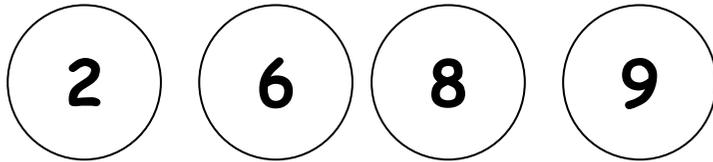


# Helping your child with Maths in Year 1

## Adding circles

For this game, you need a dice and pencil and paper.

- ◆ Each of you should draw four circles on your piece of paper. Write a different number between 2 and 12 in each circle.



- ◆ Roll the dice twice. Add the two numbers.
- ◆ If the total is one of the numbers in your circles then you may cross it out.
- ◆ The first person to cross out all four circles wins.

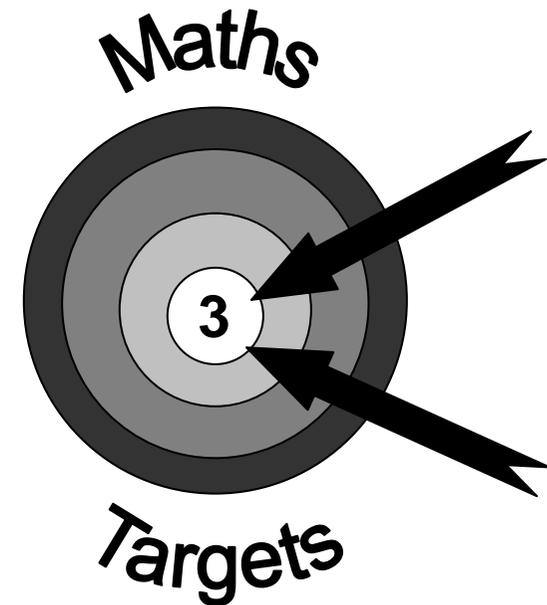
## Dicey coins

For this game you need a dice and about twenty 10p coins.

- ◆ Take turns to roll the dice and take that number of 10p coins.
- ◆ Guess how much money this is. Then count aloud in tens to check, e.g. *saying ten, twenty, thirty, forty...*
- ◆ If you do this correctly you keep one of the 10p pieces.
- ◆ First person to collect £1 wins.
- ◆ Don't forget to give the coins back!

## Out and about

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



**A booklet for parents**

Fun mathematical activities to do at home

## This is some of the maths your child should be able to do by the end of Year 1.

- count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- given a number, identify one more and one less
- represent and use number bonds and related facts within 20
- Read and write numbers to 100.
- Solve problems that involve addition and subtraction using real objects.
- Compare, describe and solve practical problems for:
  - Lengths and heights (e.g Long/short, longer/ shorter, tall/short)
  - Time (quicker, slower, earlier, later)
- Sequence event in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, afternoon and evening.
- Recognise and name common 2D and 3D shapes including:
  - 2D shapes (e.g. rectangles (including squares), circles and triangles)
  - 3D shapes e.g. cuboids (including cubes) pyramids and Spheres

**The activities given will all help your child towards achieving some of the maths they should be able to do by the end of Year 1.**

**You can also help your child by practising counting using real objects and using some of the maths language mentioned above in real life situations e.g. Put out enough biscuits for 2 each? How many will we need? What do we need to do first? What will we do tomorrow?**

## Car number bingo

- ◆ Each person chooses a target number, e.g. 10. Think about which pairs of numbers add to make your target.
- ◆ You have to see a car that has two numbers that add up to your target number.



**K456 XWL**

- ◆ Say:  $4 + 6 = 10$ , bingo!
- ◆ Change the target number each week.

You can extend this activity by looking for three numbers which add up to your target number.

## Playing cards

Take out the picture cards from a pack of cards.

1. Find pairs of numbers that make a target number.  
Choose any number less than 20
2. Play snap by matching the number bonds for a target number

## Dominoes

Pick a domino from a set facing down. Ask your child, how many more they need to make any number you choose up to 20.

## Dice

Roll 2 die. Ask questions like:

- What is the total?
- What is the difference between the 2 numbers?
- Can you find the sum of the numbers?
- How many more is this number than the other number?

It will help your child with maths vocabulary if you ask questions in different ways