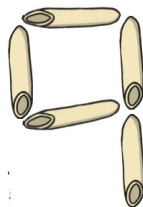
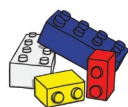
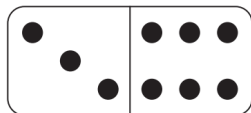
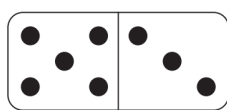


Ways to help your child with maths at home:

Use real objects such as toys, pencils, pasta etc to practise counting - more than, less than, count forwards and backwards.



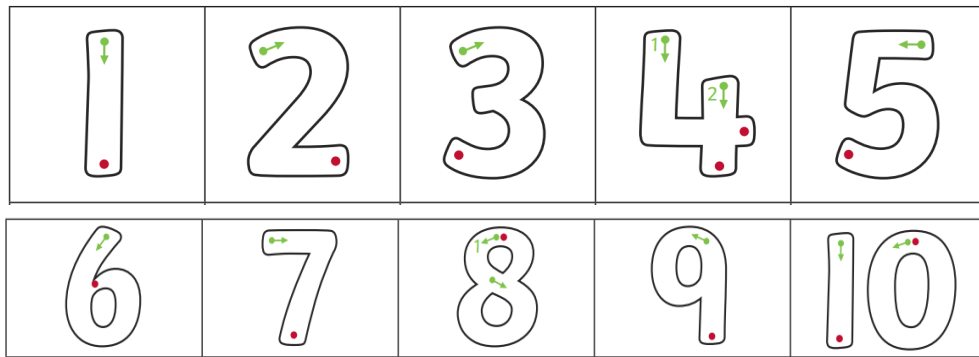
Play games involving addition and subtraction e.g. dominoes, dice.



Play pretend shops, practise using real money.



Help your child with number formation— make sure they start numbers in the right place.

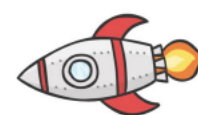


Everything you do at home helps us in school, so thank you.

Made by Mrs Shelton

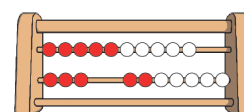


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6

1



Maths in KS1

Y1

A guide for parents

Fulbourn Primary School



3

In Y1 your child will be learning to:-

Number - number and place value

- count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s
- given a number, identify 1 more and 1 less
- identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least
- read and write numbers from 1 to 20 in numerals and words

Number - addition and subtraction

- read, write & interpret mathematical statements using addition (+), subtraction (-) equals (=) signs
- represent and use number bonds and related subtraction facts within 20
- add and subtract one-digit and two-digit numbers to 20, including 0
- solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$

Number - multiplication and division

- solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher

Number - fractions

- recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity
- recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity

Measurement

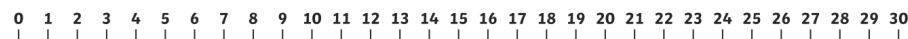
- compare, describe and solve practical problems for:
- lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]
- mass/weight [for example, heavy/light, heavier than, lighter than]
- capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]
- measure and begin to record the following: lengths and heights, mass/weight, capacity, volume
- time (hours, minutes, seconds), days of the week, weeks, months and years
- tell the time to the hour and half past the hour, draw the hands on a clock face to show these times
- recognise and know the value of different denominations of coins and notes

Geometry - properties of shapes, position and direction

- recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangles (including squares), circles and triangles], 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]
- describe position, direction and movement, including whole, half, quarter and three-quarter turns

Equipment we use in school:-

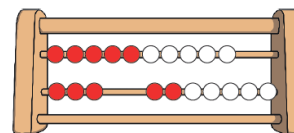
Numberline



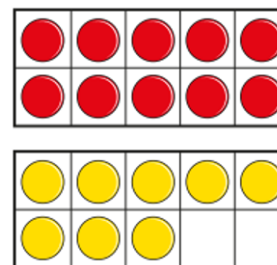
Bead Strings



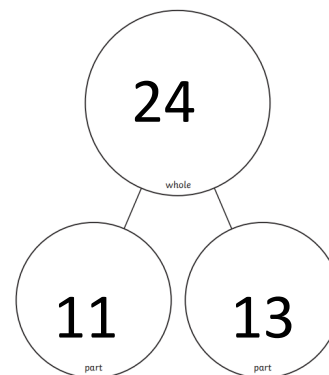
Rekenrek



Tens frames & counters

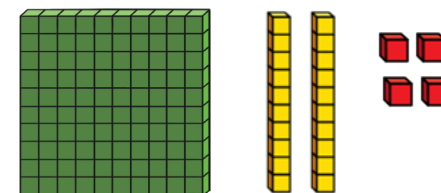


Part Whole Model

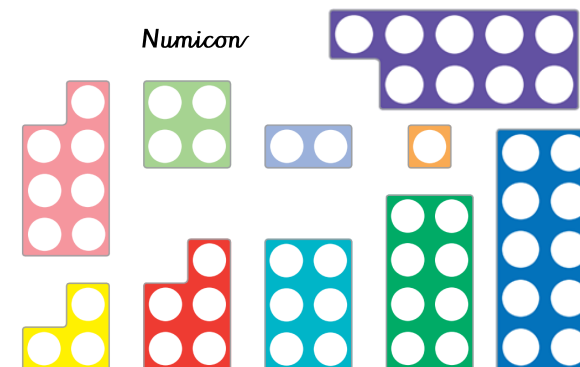


Base ten (also known as dienes)

Hundreds Tens Ones



Numicon



Hundred Square

100 Number Square									
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

Multilink cubes

