

# Year 1

## Maths Targets



This booklet provides information for parents and carers on the end of year expectations for children in our school.

All the objectives will be worked on throughout the year and will be the focus of direct teaching. Any extra support you can provide in helping your children to achieve these is greatly valued.

If you have any queries regarding the content of this booklet or want support in knowing how best to help your child please talk to your child's teacher.

### My Child Can:

- Count to and across 100, forwards & backwards from any number.
- Read and write numbers to 20 in numerals & words.
- Read and write numbers to 100 in numerals.
- Say 1 more/1 less to 100.
- Count in multiples of 2, 5 & 10.
- Double single digit numbers.
- Use bonds and subtraction facts to 20.
- Add & subtract:
  - 1 digit & 2 digit numbers to 20, including zero.
- Solve one-step multiplication and division using objects, pictorial representation and arrays.
- Recognise half and quarter of object, shape or quantity.
- Sequence events in chronological order.
- Use language of day, week, month and year.
- Tell time to hour & half past.
- Know the value of coins and notes.
- Recognise and name 2d shapes.
- Recognise and name 3d shapes.

# Year 1

## Home Activities



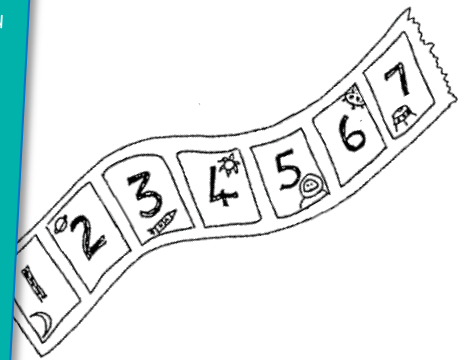
### Takings

- For this game you will need a dice and a collection of small things such as Lego bricks, sticky shapes or dried beans. You will also need pencil and paper.
- Take turns.
- Roll a dice. Take that number of beans. Write down the number.
- Keep rolling the dice and taking that number of beans. BUT, before you take them, you must write down your new total.
- For example, Sally has 7. She throws 4. She has to work out how many she will have now. She starts counting from seven: eight, nine, ten, eleven. She writes 11.
- You can only take your beans if you are right.
- The first person to collect 100 beans wins!



### Track Games

- Make a number track to 100, or longer. Make it relevant to your child's interests – sea world, space, monsters... Then play games on it.
- Throw a dice. Move along that number of spaces. BUT before you move, you must work out what number you will land on. If you are wrong, you don't move! The winner is the first to land exactly on 100. Now play going backwards to 1.
- Throw a dice. Find a number on the track that goes with the number thrown to make either 10 or 20. Put a counter on it, e.g. you throw a '4' and put a counter on either 6 or 16. If someone else's counter is there already, you may replace it with yours! The winner is the first person to have a counter on 8 different numbers.



### Cupboard Maths

- Choose two tins or packets from your food cupboard.
- Ask your child to hold one in each hand and tell you which is heavier, and which is lighter. (Check by reading the weight on each tin or packet.)
- If he / she is right, they keep the lighter one. Then choose another item from the cupboard, trying to find one that is lighter still.
- Carry on until your child has found the lightest item in the cupboard.
- It might be suitable to eat as a prize!

