

Recommended Websites

www.bbc.co.uk/schools/4-11

www.bbc.co.uk/schools/numbertime

www.primaryonline.co.uk/sitetour/pol/blastoff1.html

www.ictgames.com/moneysplat.html

www.abc.net.au/countusin/default.htm

www.rainforestmaths.com

www.funbrain.com/linejump/index.html

<http://www.wldps.com/gordons/>

Year 1 ACE Guide to Helping with Maths at Home



Ideas for you at home

Use rhymes to recite the number names in order:

One, two, buckle my shoe.
Three, four, knock at the door.
Five, six, pick up sticks.
Seven, eight, don't be late.
Nine, ten, a big fat hen.
Eleven, twelve, dig and delve.
Thirteen, fourteen, maids a courting.
Fifteen, sixteen, maids in the kitchen.
Seventeen, eighteen, maids in waiting.
Nineteen, twenty, my plate's empty.

Adding Numbers

- Pick two cards from a deck and add them together. Ace equals 1, Jack 11, Queen 12, King 13.
- How many different ways can you make 10 pence (10 x 1p or 5 x 2p etc)?
- Throw the teddy and say a number. Your child catches the teddy and adds one more/ten more.

Subtraction

- 'Story calculations': Tell the child a story, for example: "There were 7 teddies on the bus and 2 get off, how many are now left?" Use fingers or objects to recreate the story if the child is unable to picture this.
- Place 10 buttons in a bag. Now remove two buttons. How many are left?
- Make a shop with items under 10p. Children can buy and sell goods to you and give change

Year 1 Objectives

1	Count to and across 100 from any number
2	Count, read and write numbers to 100 in numerals
3	Read and write mathematical symbols: +, - and =
4	Identify "one more" and "one less"
5	Use number bonds and subtraction facts within 20
6	Add and subtract 1-digit and 2-digit numbers to 20, including zero
7	Recognise, find and name a half
8	Recognise, find and name a quarter
9	Measure and begin to record length, mass, volume and time
10	Recognise and know the value of all coins and notes
11	Use language to sequence events in chronological order
12	Recognise and use language relating to dates
13	Tell the time to the half-hour, including drawing clocks
14	Recognise and name common 2-D shapes