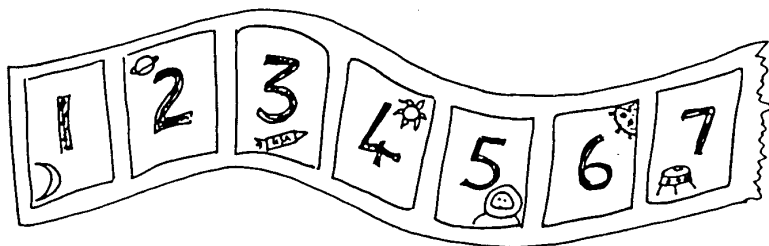


### Track games

Make a number track to 20, 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 20. 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.

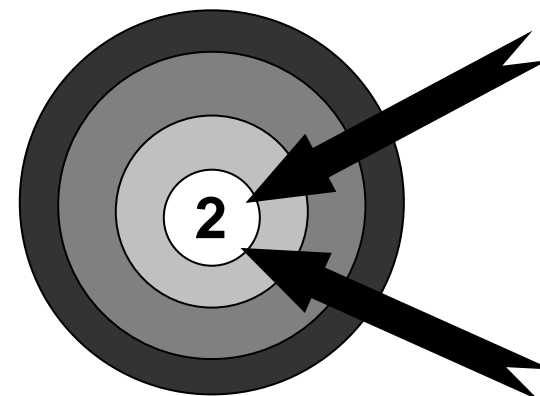
### Cupboard maths

- ◆ 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!

Crofton Hammond Infant School

## Supporting your child in Year 1

Maths



**A booklet for parents**  
Help your child with  
mathematics

# Targets - Year 1

**By the end of Year 1, most children should be able**

- Count to and across 100 forwards and backwards from any given number.
- Count in multiples of 2s, 5s & 10s.
- Identify one more or one less than a given number.
- Use vocabulary related to addition and subtraction and recall number bonds to 20.
- Recognise half of an object, shape or quantity.
- Tell the time to the hour and the half past on an analogue clock.
- Recognise and name common 2D & 3D shapes.

**Fun activities to do at home to support learning:**

## Shape Activity

When you are out or at home look at the surface of shapes

- Ask your child what shapes they can see
- Choose a shape for the week. How many times can you spot that shape during the week?

## Takings

For this game you will need a dice and a collection of small counters or objects. You will also need pencil and paper.

- ♦ Roll a dice. Take that number of objects. Write down the number.
- ♦ Keep rolling the dice and taking that number of objects. 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.
- ♦ You can only take your objects if you are right.
- ♦ The first person to collect 20 objects wins!

## Dice Game

- You need a 1-6 dice, paper & pencil.
- Choose a number between 1 & 10 and write it down. Throw the dice and say the number.
- Work out the difference between the chosen number and the dice number.

