

Year 1 Maths Homework - Autumn Part 2

Please refer to the advice booklet on our class web page for further ideas on how you can support your child at home.

Recognise numbers to at least 50

Suggestions:

Use the website www.ictgames.com to practise maths skills.

Use number cards to order numbers.

Play games such as Snakes and Ladders or Top Trumps



Count in multiples of twos, fives and tens

Suggestions:

Put several coins of the same value in a purse or wallet and ask your child to count how much you have altogether.

Use two, five and ten pence coins and count up in that number, e.g. 2, 4, 6, 8, 10, while placing down the coins.



Write numbers up to 50 in words and figures

Example: 10 = ten, 15 = fifteen

Suggestions:

Play shops and pretend to pay with a cheque. Write the amount in words and figures.



Stick up a poster somewhere your child will regularly look at and refer to it, e.g. cover up and see if they can write it.

Take a one digit number from a two digit number.

Example: $23 - 6 = ?$

Add together a two digit and one digit number.

Count how many altogether.

Example: 19 and 8 = ?

Label some skittles or plastic bottles with numbers. See if you can knock them down with a tennis ball. Add together any you manage to knock down. Your child may find it helpful to draw in order to represent the numbers. (For example if skittles 3 and 6 are knocked over draw 3 dots and then 6 dots. Count them altogether.)



Capacity

At bath time, use empty shampoo bottles and other containers to explore how much a container holds.



Use plastic measuring jugs to read scales.



Time

Read the time to the hour and half-hour on a clock.



Recall number bonds to 20

Example: Ways to make 20 are 11+9, 12+8, 13+7...

Gather twenty objects. Separate them into groups at random. See how many are in each group.

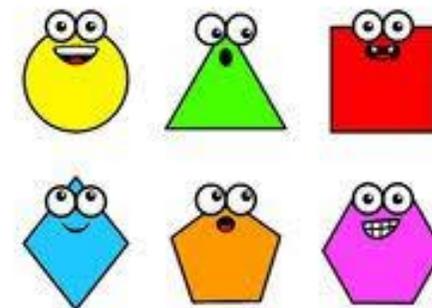
Record the two numbers by either drawing objects or writing numerals, e.g.
 $14 + 6 = 20$



Play online game:
<http://www.wictgames.com/sareTheWhale/index.html>

Recognise & name 2D and 3D shapes

Sort shapes according to how many faces or sides they have. (3D shapes have faces. 2D shapes have sides.)



Explore the properties of shapes.
Which ones roll?
Which ones stack well?

Using building bricks (3D shapes) make a model and take a photograph of your masterpiece.

Draw around 2D shapes to create a shape picture

Look for 2D & 3D shapes around the house, e.g. a window is a rectangle, a plate is a circle, a tin of beans is a cylinder...