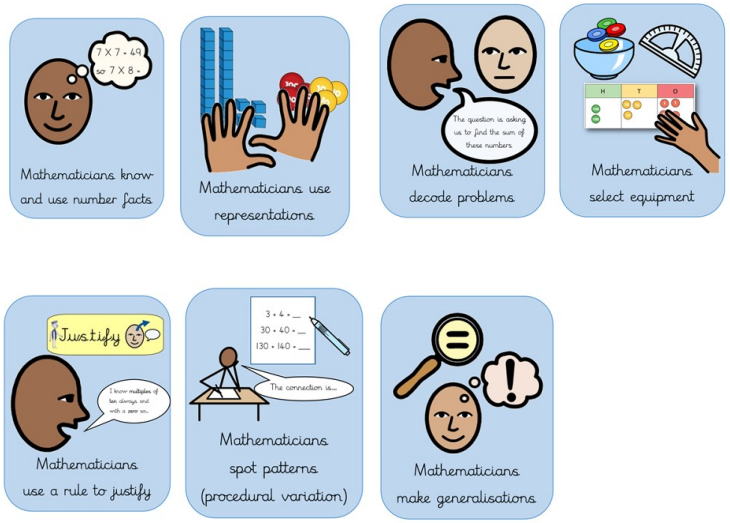
BRECKNOCK PRIMARY SCHOOL

TORRIANO PRIMARY SCHOOL

Year 1 parents evening support pack



This support pack focuses on skills you can practise at home with your child:

- Included in this pack are reasoning prompts, key skills on number fluency and games to practise these skills.
- Playing games strengthens early fluency, conceptual understanding and reasoning and also instils a love of maths.

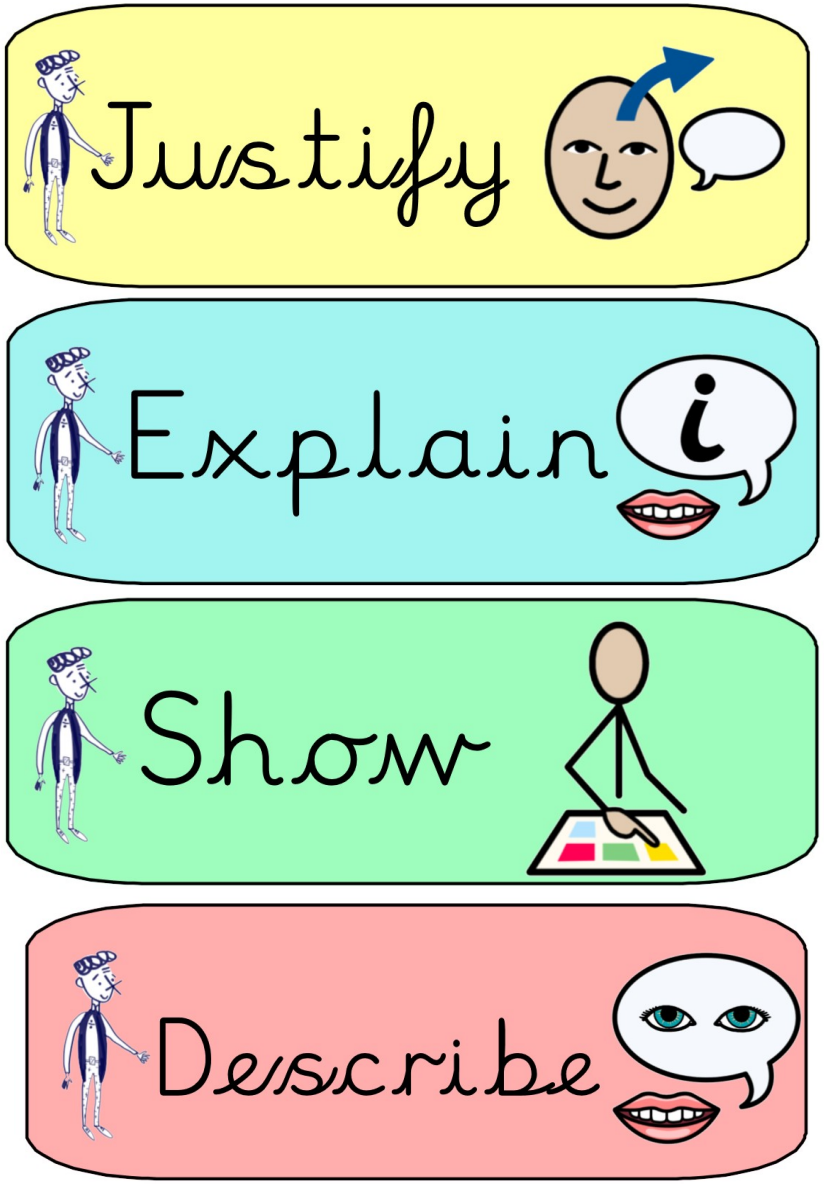
Maths skills to focus on:

- Count to 100, forwards and backwards, beginning with 0 or 1, and then from any number.
- Read and write numbers from 1-20 in numerals and words
- Find one more or less than a number.
- Compare amounts of objects at home using the language more than less than and equal to/the same as.
- Recognise and know the value of different denominations of coins and notes.
- Recognise and name common 2D and 3D shapes.
- Order events using first, next, then, later, yesterday, tomorrow, morning, afternoon.

Reasoning Prompts:

- Prove your answer is correct
- Have you seen a question like this before?
- I agree/disagree because...
- How did you get that answer?
- Why is that the answer?
- Can you explain to me how you got that answer?

The Add'em Scale:



At school we use the Add'em Scale to extend the reasoning and problem solving skills.

This is introduced to children in EYFS and used throughout the school.

Children begin with **describe** and **show** at the bottom of the scale and build to explaining and justifying.

Examples of questioning:

Justify: How do you know that 17 is an odd number?

Explain: I think that 17 + 5 = 12. How do you know I have made a mistake?

Show: Can you show me your working using a tens frame?

Describe: How did you get that answer? Could you explain it to a friend who didn't understand?

Number fluency facts:

- These are number fluency facts that the children should know (be able to say the answer verbally in under 3 seconds).

+	0	1	2	3	4	5	6	7	8	9	10
0	0+0	0+1	0+2	0+3	0+4	0+5	0+6	0+7	0+8	0+9	0+10
1	1+0	1+1	1+2	1+3	1+4	1+5	1+6	1+7	1+8	1+9	1+10
2	2+0	2+1	2+2	2+3	2+4	2+5	2+6	2+7	2+8	2+9	2+10
3	3+0	3+1	3+2	3+3	3+4	3+5	3+6	3+7	3+8	3+9	3+10
4	4+0	4+1	4+2	4+3	4+4	4+5	4+6	4+7	4+8	4+9	4+10
5	5+0	5+1	5+2	5+3	5+4	5+5	5+6	5+7	5+8	5+9	5+10
6	6+0	6+1	6+2	6+3	6+4	6+5	6+6	6+7	6+8	6+9	6+10
7	7+0	7+1	7+2	7+3	7+4	7+5	7+6	7+7	7+8	7+9	7+10
8	8+0	8+1	8+2	8+3	8+4	8+5	8+6	8+7	8+8	8+9	8+10
9	9+0	9+1	9+2	9+3	9+4	9+5	9+6	9+7	9+8	9+9	9+10
10	10+0	10+1	10+2	10+3	10+4	10+5	10+6	10+7	10+8	10+9	10+10

- The coloured facts should be focused on in year 1 and the other facts including inside the staircase are to be focused on in year 2. This is because the number facts in white bridge 10.

This is the sequence for learning their number facts:

- Adding 1 (light blue)
- Doubles (outside staircase pink)
- Adding 2 (pale yellow outside staircase)
- Story of 10 (gold diagonal)
- Adding zero (green)
- Near doubles (pale purple)
- Additional facts (darker blue 5+3)

+	0	1	2	3	4	5	6	7	8	9	10
0	0 + 0	0 + 1	0 + 2	0 + 3	0 + 4	0 + 5	0 + 6	0 + 7	0 + 8	0 + 9	0 + 10
1	1 + 0	1 + 1	1 + 2	1 + 3	1 + 4	1 + 5	1 + 6	1 + 7	1 + 8	1 + 9	1 + 10
2	2 + 0	2 + 1	2 + 2	2 + 3	2 + 4	2 + 5	2 + 6	2 + 7	2 + 8	2 + 9	2 + 10
3	3 + 0	3 + 1	3 + 2	3 + 3	3 + 4	3 + 5	3 + 6	3 + 7	3 + 8	3 + 9	3 + 10
4	4 + 0	4 + 1	4 + 2	4 + 3	4 + 4	4 + 5	4 + 6	4 + 7	4 + 8	4 + 9	4 + 10
5	5 + 0	5 + 1	5 + 2	5 + 3	5 + 4	5 + 5	5 + 6	5 + 7	5 + 8	5 + 9	5 + 10
6	6 + 0	6 + 1	6 + 2	6 + 3	6 + 4	6 + 5	6 + 6	6 + 7	6 + 8	6 + 9	6 + 10
7	7 + 0	7 + 1	7 + 2	7 + 3	7 + 4	7 + 5	7 + 6	7 + 7	7 + 8	7 + 9	7 + 10
8	8 + 0	8 + 1	8 + 2	8 + 3	8 + 4	8 + 5	8 + 6	8 + 7	8 + 8	8 + 9	8 + 10
9	9 + 0	9 + 1	9 + 2	9 + 3	9 + 4	9 + 5	9 + 6	9 + 7	9 + 8	9 + 9	9 + 10
10	10 + 0	10 + 1	10 + 2	10 + 3	10 + 4	10 + 5	10 + 6	10 + 7	10 + 8	10 + 9	10 + 10

Months of the Year!

January

February

March

April

May

June

July

August

September

October

November

December

Days of the Week

Monday

Tuesday

Wednesday

Thursday

Friday

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

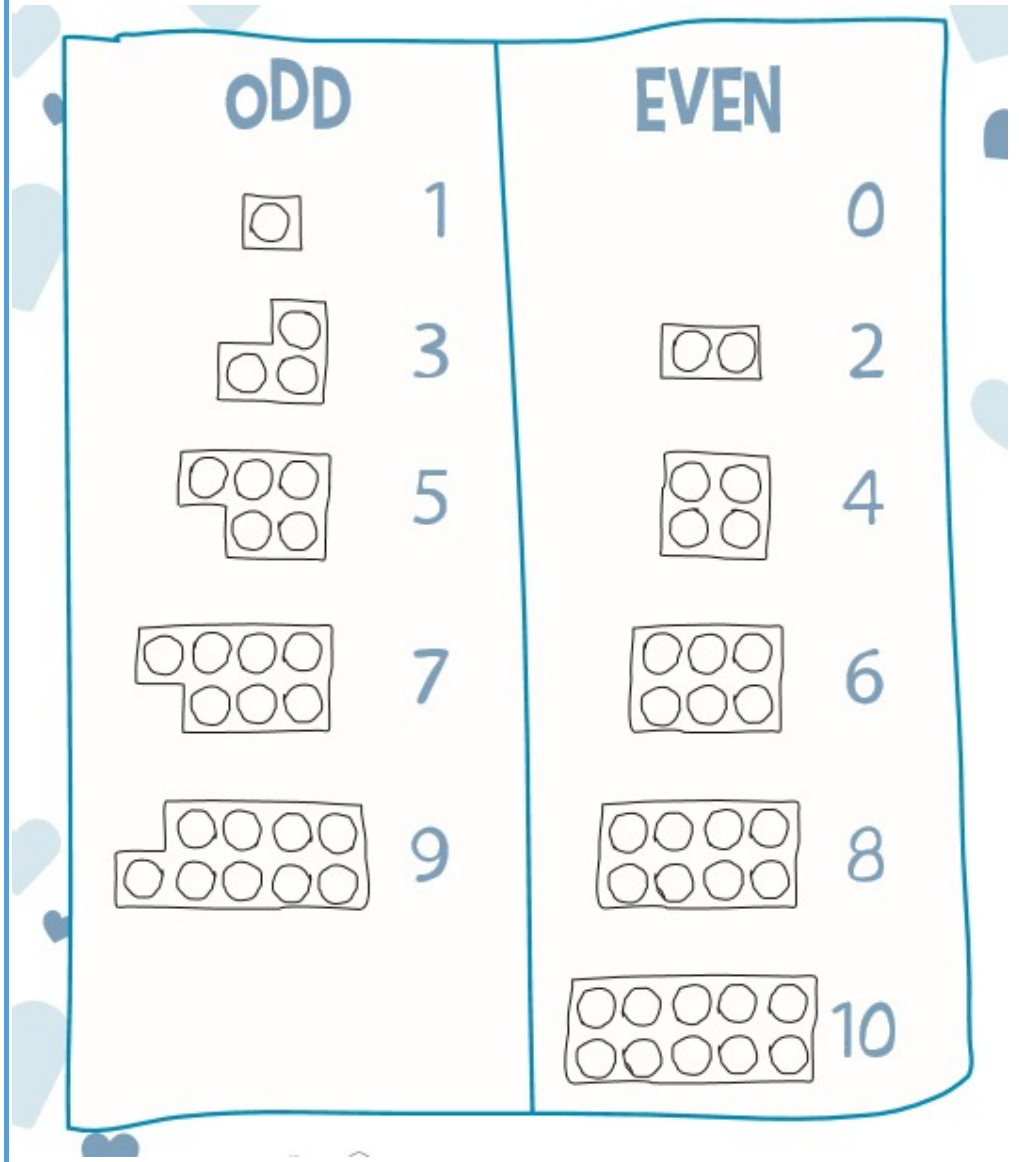
I love maths

- Game for 2 players
- One person is odd, one person is even
- Like rock paper scissors shake your hand with fist closed saying I-Love-Maths.
- Open your hand on 'Maths' and reveal 0-5 fingers
- Add up the total of fingers
- A point to the odd person or even person depending on the total!
- First person to 10 wins

Can teach the marching rhyme to learn off and even numbers:

'Odd numbers it's time to shine (children repeat), we end in 1, 3, 5, 7, 9.

Even numbers don't be late (children repeat) we end in 0, 2, 4, 6, 8'



Children on the bus:

(print or draw a bus with 10 squares)

There are 5 kids on the bus so there are _____ empty chairs.

There are 4 kids on the bus so there are _____ empty chairs.

There are 3 kids on the bus so there are _____ empty chairs.

There are 2 kids on the bus so there are _____ empty chairs.

There is 1 kid on the bus so there are _____ empty chairs.

Speedy number bond pairs to 10

Make a set of 12 cards showing the numbers 0 to 10, but with two 5s.

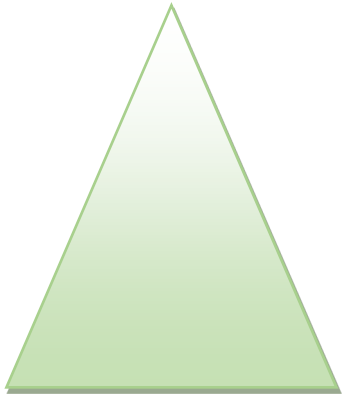
If you wish, you could use playing cards.

- Shuffle the cards and give them to your child.
- Time how long it takes to find all the pairs to 10.
- Repeat later in the week. See if your child can beat his / her time.

8 2 4 6 3 7

Guess my shape

- Think of a 2-D shape (triangle, circle, rectangle, square, pentagon or hexagon). Ask your child to ask questions to try and guess what it is.
- You can only answer *Yes* or *No*. For example, your child could
- ask: *Does it have 3 sides?* or: *Are its sides straight?*
- See if your child can guess your shape using fewer than five questions.
- Now ask them to choose a shape so you can ask questions.



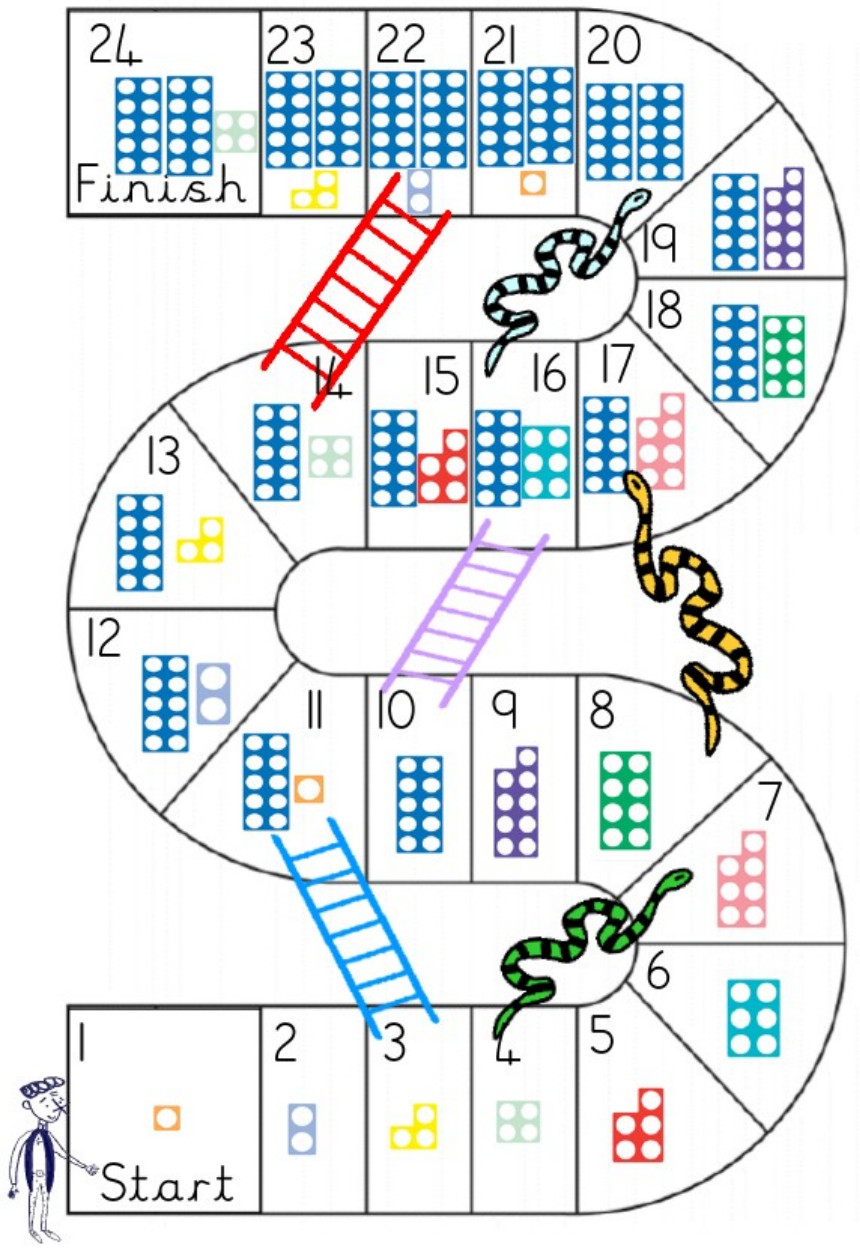
Bean subtraction

- For this game you need a dice and some dried beans or pasta.
- Start with a pile of beans in the middle. Count them.
- Throw a dice. Say how many beans will be left if you subtract that number.
- Then take the beans away and check if you were right!
- Keep playing.
- The person to take the last bean wins!

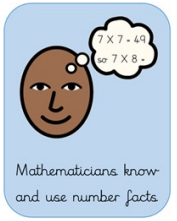
Board games

Playing any board games involving dice and counting is fantastic fluency practise. See if your child look at a dice and know what the number is (subitise) without needing to count the dots?

- Use a normal snakes and ladders board or make one on paper.
- Roll a dice twice. Add the two numbers.
- Move along that number of spaces.
- Before you move, you must work out what number you will land on.
- If you are wrong, you don't move!
- The first to the end of the board wins.
- For a change, you could roll the dice and move backwards. Or you could roll the dice once, then move the number that goes with your dice



Your child has a Numbots login—Click here to login



NumBots adopts the best teaching practises to take children from counting on their fingers, to adding and subtracting two digit numbers.

The programme compliments what your child is learning in school and focuses on securing any gaps in their knowledge, before moving them onto the next challenge. This self paced journey improves children's confidence and means they are fully prepared to tackle each new topic.