



## Mathematics at Home

Key Stage 1

Monday 21<sup>st</sup> March 2016

South Hill Primary School: "Building Character, Learning Together"  
email: admin@southhill.herts.sch.uk

## National Curriculum Aims



- become **fluent** in the fundamentals of mathematics, including through varied and frequent practice with increasingly complex problems over time, so that pupils have conceptual understanding and are able to recall and apply their knowledge rapidly and accurately to problems
- **reason mathematically** by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language
- can **solve problems** by applying their mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions.

## Counting



- ❖ From 0 in target times table (x2, x3, x5, x10)  
e.g. 0, 5, 10, 15, 20

- ❖ Next, pick a different starting number but keep the same table:  
e.g. Let's start at 3.  
3, 8, 13, 18, 23

- ❖ Counting in tens from any number  
4, 14, 24, 34, 44, 54

- ❖ Counting in fractions  
 $1\frac{1}{2}$ ,  $1\frac{3}{4}$  (or  $1\frac{1}{2}$ ),  $1\frac{3}{4}$ , 2

Numbers up to 100 – Year 2

## Counting Games



- ❖ Take turns
- ❖ Walking up steps
- ❖ Driving past lampposts
- ❖ Timed challenges - how many can you get to in 30 seconds?

## Number Bonds



- ❖ Number bonds to 10  
 $4 + 6$ ,  $3 + 7$ ,  $2 + 8$

- ❖ Number bonds to 20  
 $14 + 6$ ,  $12 + 8$ ,  $11 + 9$

- ❖ Number bonds to 100  
 $33 + 67$ ,  $28 + 72$ ,  $41 + 59$

## Number Bond Games



- ❖ Take turns to identify a number bond
- ❖ Using money (finding the change)
- ❖ Matching Pairs  
e.g. Let's make 20  
Player 1 – 14  
Player 2 – 6

## Times Tables



Encourage your child to go through these steps:

1. The table in the right order (e.g. What is 1 times 2? What is 2 times 2?)
2. The table in any order (e.g. What is 2 times 6? What is 5 times 2?)
3. The inverse of the times table (e.g. What is 10 divided by 2?)

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## Times Tables Games



- ❖ Superfingers Game



- ❖ Apps

- ❖ Websites:

<http://www.topmarks.co.uk/maths-games/7-11-years/times-tables>

- ❖ Competition

## Times Tables Games



- ❖ Look for patterns

- ❖ What do the x2 tables always end in?
- ❖ What do the x5 tables always end in?
- ❖ What do the x10 tables always end in?

## Times Tables Games



- ❖ Rhyme Time

Silly rhymes can help children learn tricky tables, e.g.

- ❖  $8 \times 8 = 64$  He ate and ate and was sick on the floor, eight times eight is 64.
- ❖  $3 \times 3 = 9$  Swing from tree to tree on a vine, three times three is nine.
- ❖  $7 \times 7 = 49$  Seven times seven is like a rhyme, it all adds up to 49.

## What is the same? What is different?



- ❖ Look for numbers when out and about. If you find a pair of numbers, play this game:



## Tug of War



- ❖ Negative numbers

❖ <http://nrich.maths.org/content/id/5897/TugWar.swf>

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## Time



### ❖ Telling the time

"tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times"

"know the number of minutes in an hour and the number of hours in a day"

"compare and sequence intervals of time"

### ❖ Reading timetables

### ❖ Calendar information

## Time

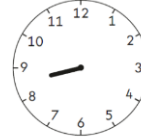


The cake started to cook at this time.

**09:25**

It cooked for 50 minutes.

Draw the minute hand on the clock to show twenty-five past eight.



At what time did it finish cooking?

:

## Measures



### ❖ Cooking

### ❖ Reading Scales

### ❖ How does a ... weigh?

### ❖ Conversions between grams and kilograms, metres and centimetres etc

"choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessel"

"compare and order lengths, mass, volume/capacity and record the results using >, < and ="

## Measures



Choose a word from the box to finish each sentence

kilograms  
litres  
metres  
hours

(a) I can measure the length of the classroom.

in .....

How much does the bag weigh?



## Money



### ❖ By end of Year 2:

"recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value"

"find different combinations of coins that equal the same amounts of money"

"solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change"

### ❖ Buying items in the shop

### ❖ Adding up items in shop

### ❖ How many can we buy with...?

### ❖ Check the change

## Money



Harry saves 20p coins.

He has saved £3.20



How many coins has he saved?

Tick (✓) three coins to show how Amy can make 90p.



## Resilience

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I have not failed. I've  
just found 10,000  
ways that won't work.

- Thomas Edison