

Hiltingbury Infant School

Year 1 Maths  
**Ways to help at  
home**



# The Golden Rules

**DO** 'little and often'! Counting sultanas as you eat them or stairs when going up to a first floor flat is a much better way of rehearsing counting than sitting over a workbook.

**DON'T** push a skill, especially if a child is becoming confused or is feeling pressured. It always pays to talk to the teacher if you feel your child is not understanding something, rather than confuse them further by teaching them in a different way.

**DO** give LOTS of praise. Resist the temptation to say, 'but' or to point out mistakes every time. Children need encouragement and positive reinforcement to be confident, and a confident child makes a better learner.

**DON'T** force workbooks on your child. They will do plenty of writing in their maths books at school. At home, you have the opportunity to help them memorise their number facts and perform mathematical calculations in their heads.

**DO** play games! Dice, dominoes, track games and cards all make excellent excuses for using and applying our number skills. And at the same time your child is learning the important skills of losing with grace and winning with style!

**DON'T** stress written sums laid out as you used to do them! Nowadays it is the development of what we call 'numerical fluency' that counts. Children need to be comfortable with numbers, to understand how they work and to be confident in doing mental calculations.

**DO** remember that your focussed attention is a far more important and pleasurable commodity for any child than any amount of TV or video game activity. Every child wants to be doing things one-on-one with someone they love and trust.

# Vocabulary to use and model at home

Using the wide range of mathematical vocabulary with and around your child is very important. Below is a list of the vocabulary your child will need to use and understand in school.

## **Numbers and place value**

number, digit, unit, one, teen, tens, hundred, place value, biggest, smallest, most, fewest, largest, least, greatest, less, more, equal, odd, even, half, double, quarter, fraction, order, compare, next, before, between, first, second, predict, estimate, rule, sequence.

## **Addition, subtraction, multiplication and division**

add, sum of, addition, total, altogether, plus, make, subtraction, take away, less than, subtract, minus, fewer, difference, multiplication, times, multiply, sets of, groups of, lots of, array, divide, share equally, shared.

## **Money**

money, pound, pence, coin, note, penny, cost, sell, price, buy, pay, change, spend, cheaper

## **Measures**

length, width, height, depth, long, short, tall, high, low, wide, narrow, deep, shallow, thick, thin, ruler, metre stick, centimetre, millimetre, kilometre, mile, metre, weight, weighs, balance, grams, kilograms, heavy, light, scale, measure, ounce, pounds, full, empty, half full/empty, capacity, litres, millilitres, container, jug, holds,

## **Time**

time, days of the week (Monday, Tuesday), week, weekend, seasons (Spring, Summer), day, month, year, Months (January, February), birthday, holiday, morning, afternoon, evening, night, midnight, noon, bedtime, dinnertime, lunchtime, playtime, today, yesterday, tomorrow, before, after, next, now, soon, early, late, quick, quickly, quicker, slowly, slower, old, new, hours, minutes, seconds, time, clock, analogue, digital, o'clock, half past, quarter past, quarter to, timer,

## **Geometry - properties of shapes**

Shape, pattern, 2D, 3D, square, rectangle, oblong, triangle, circle, hexagon, star, diamond, kite, pentagon, octagon, cube, cuboid, prism, pyramid, sphere, cone, cylinder, corner, edge, side, length, curved, straight, flat, net, hollow, solid, face, symmetrical, repeating pattern, match

## **Geometry - position and direction**

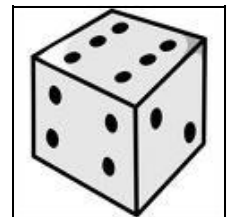
over, under, underneath, above, below, top, bottom, on, in, outside, inside, around, in front, behind, front, back, before, after, beside, next to, opposite, apart, middle  
direction, journey, left, right, up, down, forwards, backwards, sideways, across, close, far, near, along, through, to, from, towards, away from, turn, whole turn, half turn, quarter turn, clockwise, anticlockwise

# Ways to support Maths learning at home during Year 1

## Dicey coins

You need a die and about twenty 10p coins.

- Take turns to roll the die and take that number of 10p coins.
- Guess how much money this is. Then count aloud in tens to check.
- If you do this correctly, you keep one of the coins.
- The first person to collect £1 wins!



## Secret numbers

Write the numbers 0 to 20 on a piece of paper.

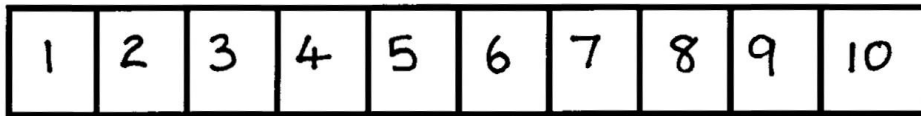
- Ask your child to secretly choose a number on the paper. Then ask them some questions to find out what their secret number is, e.g.
- Is it less than 10?
- Is it between 10 and 15?
- Does it have 5 ones in it?
- They may only answer yes or no.
- Once you have correctly guessed the answer swap over.

1	2	3	4	5
6	7	8	9	
10	11	12		
13	14	15		
16	17	18		
	19	20		

To make this game easier, use smaller numbers, or for a more challenging game, use bigger numbers.

### Track games

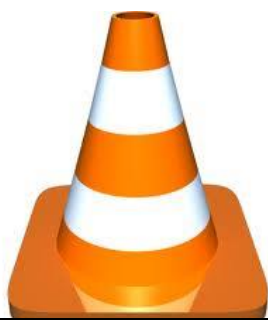
Make a number track to 20, or longer. Make it relevant to your child's interests. Then play games:



- Throw a die. Move along that number of spaces but, before you move, you must work out what number you will land on. You can only move if you are right! The winner is the first person to land on exactly 20. Now play working backwards towards 1.
- Throw a die. 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. if you throw 4 then 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.

### Out and about

When you are out, see how many cuboids, spheres, pyramids and cylinders you can spot. Which did you see most of?



## Adding circles

For this game you need a die and a pencil and paper.

- Each of you draws four circles on your paper. Write a different number between 2 and 12 in each circle.
- Roll the die twice. Add the two numbers.
- If the total is one of the numbers in your circles, then you may cross it out.

The winner is the person to cross out all their circles.

## Odd one out

- Choose 3 shapes, numbers, pictures, objects etc.
- Your child says which is the odd one out and why.

This helps to develop skills of reasoning.

## How old?

Start with your child's age. Ask you child:

- How old will you be when you are 1 year older?
- How old were you last year?
- How old will you be 10 years from now?



## Cupboard Maths

Choose two tins or packets from your food cupboard.

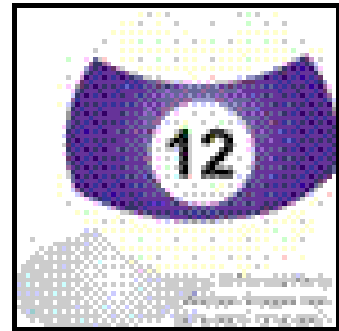
- Ask your child to hold one in each hand and tell you which one is heavier and which one is lighter.
- See if you can find the heaviest and lightest thing in the cupboard.



## Recognising numbers

Have a number of the day or of the week, e.g. 12. Look out for that number everywhere you go:

- At home
- in the kitchen
  - on the pages of a book
- In the street
- on doors
  - on car number plates
  - on buses
- In the shops
- on the till
  - on shelves
  - on packets

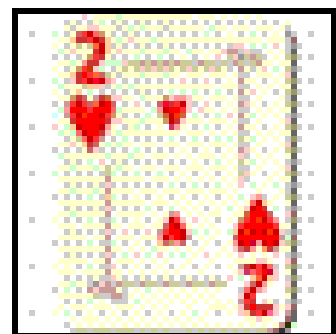


Make the number using objects, grouping numbers bigger than 10 into tens and ones.

## Highest wins

You will need a pack of cards with the face cards removed.

- Deal out two cards to each player.
  - Each player turns over their cards and adds the numbers up.
  - The player with the highest total scores 1 point.
  - Place the cards at the bottom of the pile and deal out new cards.
  - The winner is the first to 10 points.
- Your child may find it useful to jot down their workings out.



## Useful websites to support learning in Maths:

[www.bbc.co.uk/cbeebies](http://www.bbc.co.uk/cbeebies)

[www.topmarks.co.uk](http://www.topmarks.co.uk)

[www.ictgames.com](http://www.ictgames.com)

<http://www.poissonrouge.com>

[www.bbc.co.uk/schools](http://www.bbc.co.uk/schools)

[www.eductioncity.com](http://www.eductioncity.com) (this is a paid site)

[www.resources.oswego.org/games](http://www.resources.oswego.org/games)

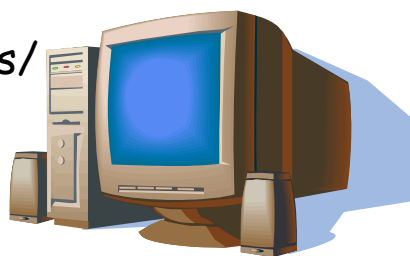
[www.woodlands-junior.kent.sch.uk/maths/](http://www.woodlands-junior.kent.sch.uk/maths/)

[www.maths-games.org/](http://www.maths-games.org/)

[www.primaryinteractive.co.uk/maths](http://www.primaryinteractive.co.uk/maths)

[www.coolmath4kids.com/](http://www.coolmath4kids.com/)

[www.mathszone.co.uk/](http://www.mathszone.co.uk/)



For those lucky enough to have a tablet or iPad, here are some useful apps:

Maths Trainer

DoodleMaths

Maths, age 3-5

Penguin Jump Maths

AB Maths lite