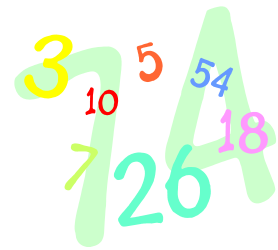
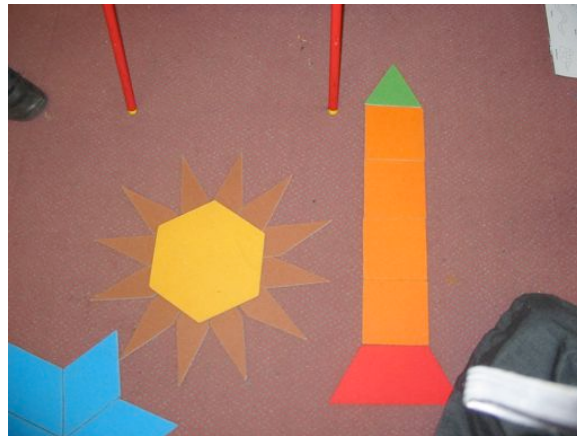
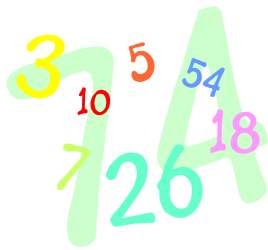
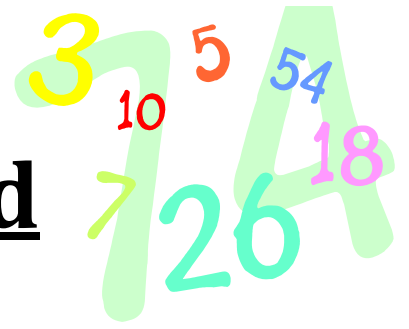


# Supporting Your Child with Maths in Key Stage One



**Feniton Primary  
School**

# Supporting your child at home with Maths



Maths should be fun!!

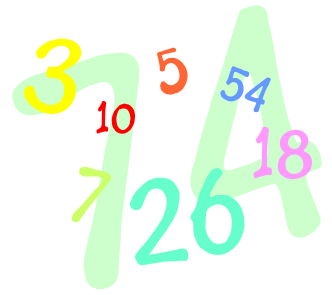


Maths should be part of  
children's everyday lives.

Maths should be about exploring the  
world around them!



# Supporting Children by playing games



Children love to play Maths games especially if it involves quality time with an adult.

Games that you could play -

- Snakes and Ladders
- Dominoes
- Children's dart boards
- Battleships (simple co-ordinates)
- Ludo
- Let's go shopping
- and lots lots more



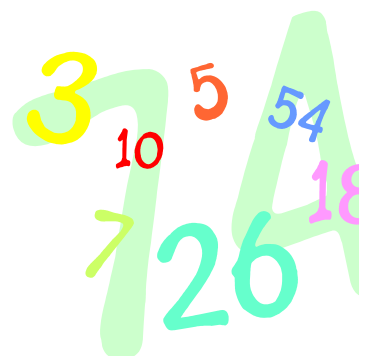
Make up your own games with dice.

- Make your own track game
- Throw two dice each. Who has the greatest total
- Start at 20 throw the dice. Who gets down to 0 first?



Be creative. Children love making up games.

## The Use of Stories

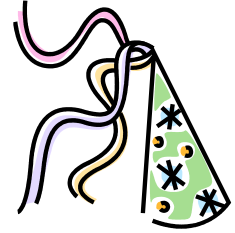


# /Role Play

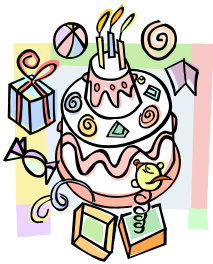
Set up a party for the toys

- Make hats to fit the teddies. Use language to describe the size (biggest/smallest etc.).

Measure the heads using a tape measure  
make hats to fit the teddies together.



- Make a shopping list for the party – add prices.  
Add up the total amount spent.  
Make up problems - If 6 teddies are coming and they eat 2 sandwiches each. How many sandwiches do you need to make?
- Make necklaces for the teddies to take home using beads to make repeating patterns.



- Set the table. How many plates and cups will you need altogether?

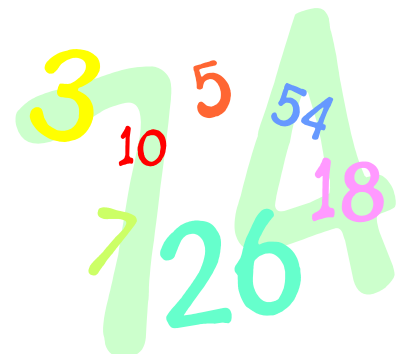
Have cups of different sizes – Which cup will hold the most? Which will hold the least? Let them fill them up and experiment and have

fun!



## Cooking

Children love to cook and cooking is great to help children to measure/



weigh/ count/ estimate and time.

- Make some cakes together. Count out the cake cases. How many smarties will you need if you put 2 on each cake? Practice counting in 2s etc.
- Measure the liquids. Show them the marks on the jug. Can they read the numbers?
- Set the timer for when the cakes are ready. Count the time down together.
- Count out spoonfuls of ingredients.
- Put prices on the ingredients. How much did it cost to make the cakes?  
Sell the cakes to each other? Practice giving the right coins, extend to giving change.



## Football

- Get your child to design their own football shirt by using a design made of 2D shapes.



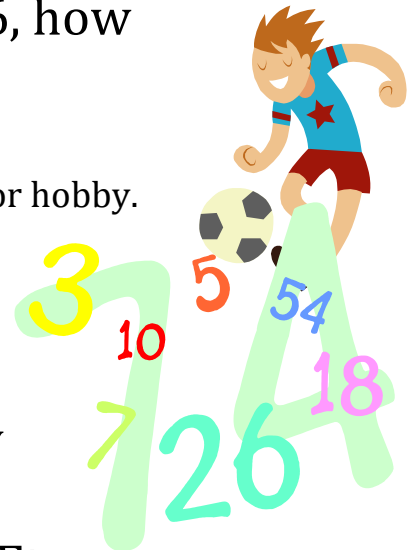
- Put numbers on the back of football shirts. Can they order the shirts from smallest to largest?
- Choose 2 different shirt numbers. What is the total? What is the difference? Can they find 2 shirt numbers that total 11? etc.
- Look at the football league tables. Who is at the top of the league? How many points have they got? How many more points have they got than the team at the bottom of the league?
- Choose 2 teams. Look at the number of goals they have got. Who has scored the most goals?
- If a ticket to a football match costs £6, how many tickets can I buy if I have £15?

The same sort of activities could be done for any sport or hobby.



## Time

- Time one minute. What can they do in one minute? Can they put their shoes on? Jump up and down? Sing? Etc.



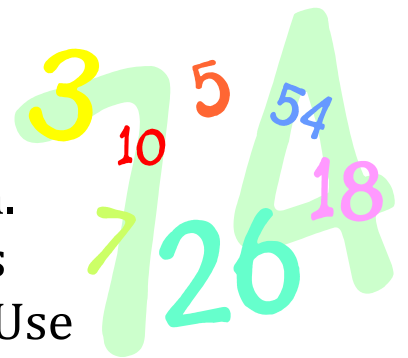
- Look at clocks. Encourage them to start telling the time on clocks around the house. What time is bedtime? Teatime?
- Estimate how long it will take them to get dressed. Get them to estimate. Time them. Did it take a longer or shorter time than they thought?
- Have a calendar for your child to write on. What day is it? What do they do on Tuesdays? When is their birthday? How many days until they go on holiday counting down.
- Have a stop watch. Time each other to complete an obstacle course, a run around the garden. Who was the quickest? How long did it take?



## Shopping/Money



- Set up a shop in your kitchen. Get food out of the cupboards and get your child to label it. Use real money to buy things encouraging your child to work out the total and change. Write receipts.



- When visiting shops get the children to tell you how much things cost. Allow them to go and buy something themselves. Can they check their change?
- Play guess the coin. Get your child to close their eyes and put a coin in their hands. Can they guess the coin?
- Put coins of the same value in piles. Can they count them? Practice counting in 1s, 2s, 5s, 10s etc.
- Empty your purse/ wallet? Get the child to estimate how much is there?  
Count it together?



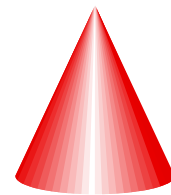
## Shape

- Ask your child to look out for shapes and patterns on walls, floors, buildings, animals, plants etc.
- Draw pictures made entirely of triangles, rectangles, circles etc.





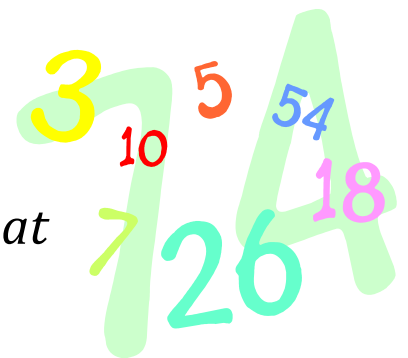
- Make symmetrical butterflies with paint. Draw a picture and put a mirror next to it what happens? Investigate how the picture changes when the mirrors position is moved.
- Make mobiles by suspending objects from a coat hanger trying to get them to balance.
- Make a collection of 3D shapes by looking in the kitchen cupboards. Can they sort the objects into groups? How did they sort them?



## End of Year Objectives

*The objectives shown below show what we would expect most of our children to be able to do by the end of Years 1 and 2.*

*Remember all children are different and that not all children will achieve all the end of year objectives.*



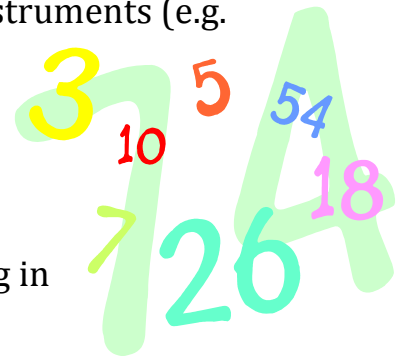
## Year 1 End of Year Objectives

- Read and write numerals from 0-20, then beyond;

- Use knowledge of place value to position these numbers on a number square and number line.
- Use the vocabulary related to addition and subtraction and symbols to describe and record addition and subtraction number sentences.
- Derive and recall all pairs of numbers with a total of 10 and addition facts for totals to at least 5; work out the corresponding subtraction facts.
- Answer a question by recording information in lists and tables; present outcomes using practical resources, pictures, block graphs or pictograms.
- Estimate, measure, weigh and compare objects, choosing and using suitable uniform non-standard units and measuring instruments (e.g. a level balance, metre stick or measuring jug).

## Year 2 End of Year Objectives

- Count up to 100 objects by grouping them and counting in tens, fives or twos.
- Explain what each digit in a two digit number represents, including numbers where 0 is a place holder.
- Partition two-digit numbers in different ways including multiples of 10 and 1.
- Add or subtract mentally a one-digit number or a multiple of 10 to or from any two digit number; Use practical and informal written methods to add two digit numbers. Use practical and informal written methods to subtract two digit numbers.
- Use the symbols +, -, x, ÷ and = to record and interpret number sentences involving all four operations; Calculate the value of an unknown in a number sentence.



- Derive and recall all addition and subtraction facts for each number to at least 10, All pairs with a total to 20, And all pairs of multiplies of 10 with totals up to 100.
- Visualise common 2-D shapes And 3-D solids.
- Identify shapes from pictures of them in different positions and orientations; sort, make and describe shapes, referring to properties.
- Use lists, tables and diagrams to sort objects. Explain choices using appropriate language including 'not'.
- Use units of time (seconds, minutes, hours, days) Know the relationships between them. Read the time to the quarter hour. Identify time intervals, including those that cross the hours.