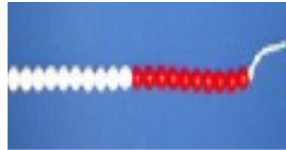


## Ideas for using a bead string



### Recognising numbers and counting

Show me a number ~

Move the beads to show a given number

OR

What number am I showing you? How would we write that number down?

Can you show me a bigger number? What about a smaller number?

### Place value of numbers

Explore teens numbers using the colours on the bead string to help e.g. Make 13 and look at how it is made up of 10 and 3 more

### Addition and subtraction

Show me 1 more/less than a number e.g. Show me 5 beads  
What would be 1 more than that number? 1 less?

Make two numbers by separating and grouping the beads practice putting those two numbers together and working out the total e.g. 3 beads add 4 beads  $3 + 4 = ?$

Start with 10 beads and move some along the string. How many did I take away? How many are left?

E.g. Move 3 beads leaving 7 as part of the main group.  
This represents  $10 - 3 = 7$



# Paulton Infant School

# Maths ideas for Year One



# Year One maths

## Fun activities to try at home

### Secret numbers

0123456789

Write the numbers 0 to 20 on a sheet of paper.  
Ask your child secretly to choose a number on the paper. Then ask him / her some questions to find out what the secret number is, e.g.

- Is it less than 10?
- Is it between 10 and 20?
- Does it have a 5 in it?

He / she may answer only yes or no.

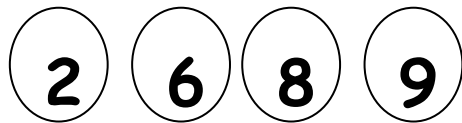
Once you have guessed the number, it is your turn to choose a number. Your child asks the questions.

For an easier game, use numbers up to 10. For a harder game, use only 5 questions, or use bigger numbers.

### Adding circles

For this game, you need a dice, pencil and paper.

Each of you should draw four circles on your piece of paper. Write a different number between 2 and 12 in each circle.



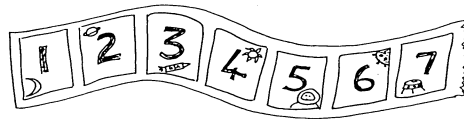
Roll the dice twice. Add the two numbers.

If the total is one of the numbers in your circles then you may cross it out.

The first person to cross out all four circles wins.

### Track games

Make a number track to 20, or longer. Make it relevant to your child's interests - sea world, space, monsters... Then play games on it.



Throw a dice. Move along that number of spaces. BUT before you move, you must work out what number you will land on. If you are wrong, you don't move! The winner is the first to land exactly on 20. Now play going backwards to 1.

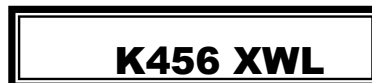
Throw a dice. Find a number on the track that goes with the number thrown to make either 10 or 20. Put a counter on it, e.g. you throw a '4' and put a counter on either 6 or 16. If someone else's counter is there already, you may replace it with yours! The winner is the first person to have a counter on 8 different numbers.

### Car number bingo

Each person chooses a target number, e.g. 10.

Think about which pairs of numbers add to make your target.

You have to see a car that has two numbers that add up to your target number.



Say:  $4 + 6 = 10$ , bingo!

Change the target number each week.

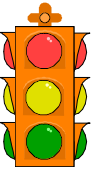
### Shape activity

At home, or when you are out, look at the surface of shapes.

Ask your child - what shape is this plate, this mirror, the bath mat, the tea towel, the window, the door, the red traffic light, and so on.

Choose a shape for the week, e.g. a square.

How many of these shapes can your child spot during the week, at home and when you are out?



### Cupboard maths

Choose two tins or packets from your food cupboard. Ask your child to hold one in each hand and tell you which is heavier, and which is lighter.

(Check by reading the weight on each tin or packet.) If he / she is right, they keep the lighter one. Then choose another item from the cupboard, trying to find one that is lighter still.

Carry on until your child has found the lightest item in the cupboard. It might be suitable to eat as a prize!

### Out and about

On the way to school, see how many cuboids, spheres and cylinders you can spot. Which did you see most of?

