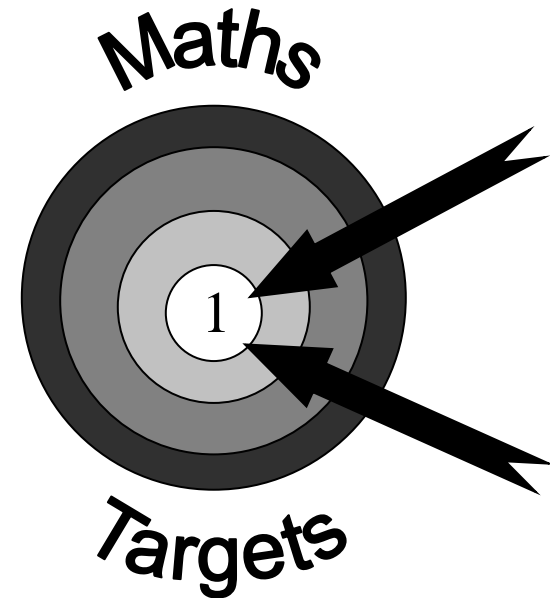


## Targets – Year 1

# Targets for pupils in Year 1

By the end of Year 1, most children should be able to...

- Count at least 20 everyday objects.
- Count forwards and backwards in ones, twos, fives and tens
- Say the number that is 1 more/1 less than any given number; and 10 more/10 less for multiples of 10.
- Read and write numbers to at least 20 in numerals and words.
- Recognise the place value in numbers beyond 20. Compare numbers up to 100, supported by objects and pictures.
- Recall the doubles of numbers to at least 20
- Put numbers in order and use terms like greater/smaller than and =.
- Use the words *add, sum, total, take away, subtract, difference between...* in practical situations and in number sentences.
- Know by heart all pairs of numbers that make 10, e.g.  $3 + 7$ ,  $8 + 2$ .
- Record information lists and tables and use practical resources, pictures, block graphs or pictograms to present outcomes.
- Compare objects or containers, and say which is longer or shorter, or heavier or lighter, or which holds more.
- Name 2-D and 3-D shapes and describe their features and use them to make patterns models and pictures.



A booklet for parents

Help your child with mathematics

\_\_\_\_\_ is working on the targets that are ticked.

## About the targets

These targets show some of the things your child should be able to do by the end of Year 1.

Some targets are harder than they seem, e.g. children who can count up to 20 may still have trouble saying which number comes after 12. They may have to start at 1 and count from there.

## Fun activities to do at home

### Secret numbers

0123456789

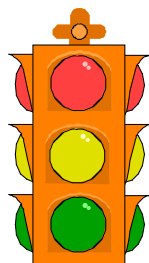
- ◆ Write the numbers 0 to 20 on a sheet of paper.
- ◆ Ask your child secretly to choose a number on the paper. Then ask him / her some questions to find out what the secret number is, e.g.
  - Is it less than 10?
  - Is it between 10 and 20?
  - Does it have a 5 in it?He / she may answer only yes or 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.

## Shape activity

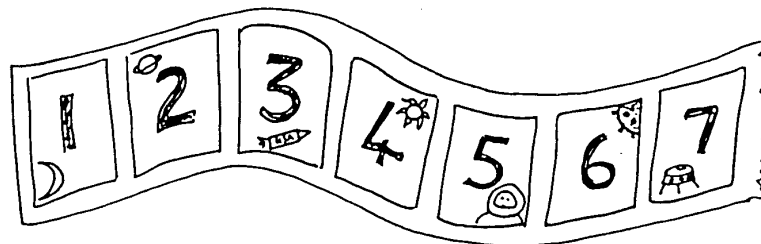
At home, or when you are out, look at the surface of shapes.

- ◆ 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?



## 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.

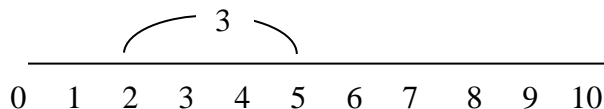


## Dice game

You need a 1–6 dice, paper and pencil.

- ◆ Take turns.
- ◆ Choose a number between 1 and 10 and write it down.
- ◆ Throw the dice and say the dice number.
- ◆ Work out the difference between the chosen number and the dice number, e.g. if you wrote down a 2 and the dice shows 5, the difference is 3.

You could also draw a number line to help your child to see the difference between the two numbers.



## How old?

Start with your child's age. Ask your 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?

and so on.

- ◆ 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.

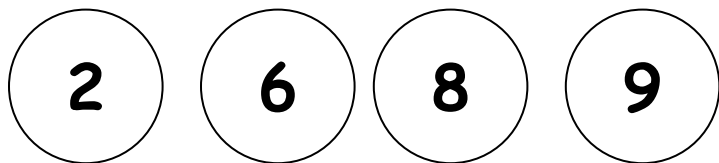
## Cupboard maths

- ◆ 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!

## Adding circles

For this game, you need a dice and 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.

## Dicey coins

For this game you need a dice and about twenty 10p coins.

- ◆ Take turns to roll the dice and take that number of 10p coins.
- ◆ Guess how much money this is. Then count aloud in tens to check, e.g. *saying ten, twenty, thirty, forty...*
- ◆ If you do this correctly you keep one of the 10p pieces.
- ◆ First person to collect £1 wins.
- ◆ Don't forget to give the coins back!

## Out and about

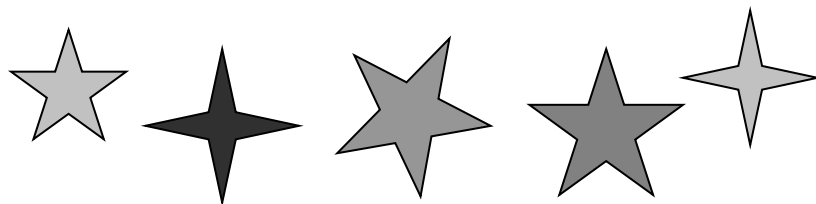
On the way to school, see how many cuboids, spheres and cylinders you can spot. Which did you see most of?



## Takings

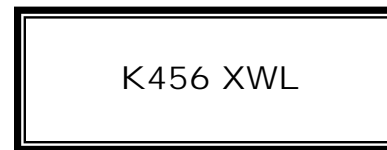
For this game you will need a dice and a collection of small things such as Lego bricks, sticky shapes or dried beans. You will also need pencil and paper.

- ◆ Take turns.
- ◆ Roll a dice. Take that number of beans. Write down the number.
- ◆ Keep rolling the dice and taking that number of beans. BUT, before you take them, you must write down your new total. For example, Sally has 7. She throws 4. She has to work out how many she will have now. She starts counting from seven: *eight, nine, ten, eleven*. She writes 11.
- ◆ You can only take your beans if you are right.
- ◆ The first person to collect 20 beans wins!



## 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.

You can extend this activity by looking for three numbers which add up to your target number.