Supporting Children in Year 1

Some of the Numeracy Framework **expectations** for Year 1 are:

Using Number Skills

- ✓ Count reliably up to 20 objects
- ✓ Read and write numbers to at least 20
- ✓ Compare and order numbers to at least 20
- ✓ Use number facts within 10 i.e doubling and halving (4+4) and bonds of 10 (6+4)
- ✓ Add and subtract numbers involving up to 10 objects
- ✓ Use 'counting on' strategies to add 2 collections, starting with the larger number (8+5)
- ✓ Make a sensible estimate of a number of objects that can be checked by counting
- ✓ Use different combinations of money to pay for items up to 20p
- ✓ Find totals and give change from 10p
- ✓ Find halves in practical situations

Using Measuring Skills

- ✓ Use non-standard units to measure length, height and distance, weight/mass and capacity
- ✓ Read 'o'clock' times on both analogue and digital clocks
- ✓ Use the concept of time in terms of their daily and weekly activities and seasons of the year
- ✓ Use descriptive words for a range of temperatures (e.g. cooler/warmer)
- ✓ Make whole and half turns

Using Data Skills

- ✓ Sort and classify objects using more than one criterion
- ✓ Collect information by voting or sorting and represent it in pictures, objects or drawings
- ✓ Make lists and tables based on data collected

INFORMATION FOR PARENTS

Help your child with numeracy

Cupboard Maths

Choose two tins or packets from your 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)
Keep the lighter one. Try to find another item from the cupboard that is lighter still. Carry on until you have found the lightest item in the cupboard.

Ball games

Throw a ball back and forth, as the ball is caught say 1, next catch say 2, continue to 20 and then count back from 20 to 1. Once you are really good at this try counting in 2s!

Dice games

Make a number track to 20 and select two counters (these could be lego pieces or small play objects such as dinosaurs/animals). Throw a dice. Move along that number of spaces. Can they work out where they will land? Winner is the first to land exactly on 20. Now play going backwards to 1.

Smarties!

Tip out a pack of smarties. Count how many of each colour. Put them into a line graph. Which colour has the most? The least. Put them in order from most to least.

Playing cards

Put the cards in order from 1 (Ace) to 10.

Play pairs - what do they total? 4+4=8

Turn over two cards. Which is the biggest number? Add them together. What is the total? The player with the highest number wins!
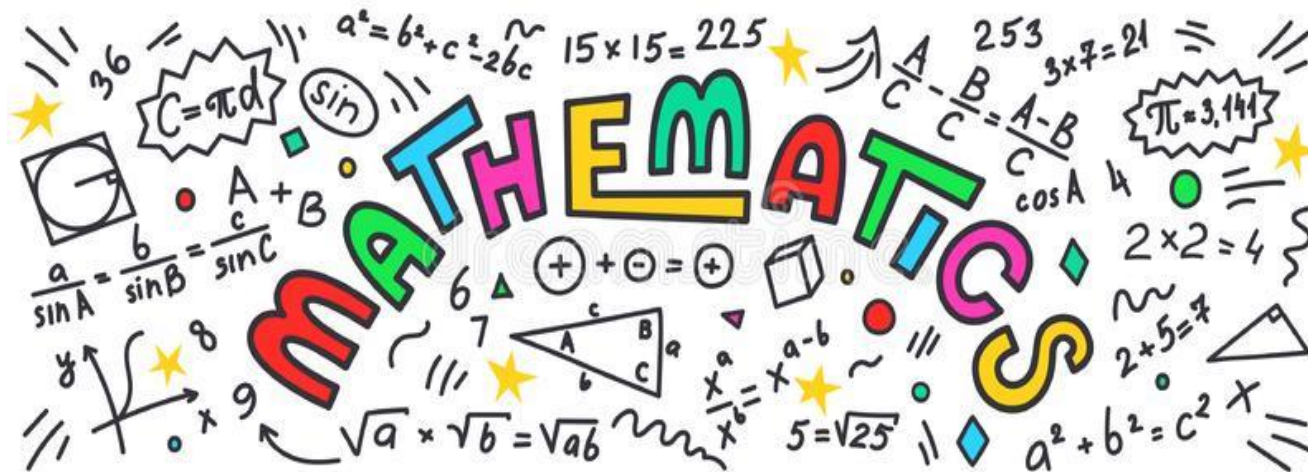
Shopping

Put price labels (up to 10p) on items from the cupboard. Give your child coins to go shopping with. How much do different combinations of items cost?
You buy 1 item. Can your child give you change from 10p?