

Year 1 Maths for Home Learning week beginning 15th June 2020

Daily Lessons

All year groups are to participate in the White Rose daily maths lesson by visiting <https://whiterosemaths.com/homelearning/> selecting the correct age group on the right hand side and selecting Summer Term Week 7 (8th June). There is a choice of lesson for lessons 3 and 4. Links to alternative videos for Wednesday and Thursday are given here:

Wednesday - <https://vimeo.com/425797779>

Thursday - <https://vimeo.com/425797885>

Additional Activities in Support of the White Rose Lessons for this week (if required/desired)

Twinkl has lots of counting in multiples dot-to-dots. I have added a few below but there are plenty more to choose from. Children can either have a go at these, or they can make their own dot-to-dots choosing whether to number the picture counting in 2s, 5s or 10s.

<https://www.twinkl.co.uk/resource/t-t-12226-counting-in-2s-dot-to-dot-sheets-animals>

<https://www.twinkl.co.uk/resource/ks1-pirate-themed-counting-in-5s-dot-to-dot-activity-sheet-t-n-2546783>

https://www.twinkl.co.uk/resource/t-a-032-counting-in-10s-dot-to-dot-sheets-dinosaurs#tabbed_content

Further learning:

<https://nrich.maths.org/232>

<https://nrich.maths.org/154>

<https://nrich.maths.org/10588>

Key Skills – these are to keep the children ticking over (if you have time)

Mon - Thurs	<p>Time to find or make your number cards again!</p> <p>If you have a deck of cards remove the Jack, Queen and King. You can also remove half of the number cards, depending on how long you want the game to last! If you don't have a pack of cards you can make your own number cards with paper or card. You will need 2 (or 4) of each number from 1-10. You can use these cards to play lots of different variations of a Pelmanism game, also known as Pairs or Remembrance. Turn over two cards. If you find a matching pair, you get another go. The person with the most pairs at the end wins.</p> <p><u>Game Idea 1:</u> Simply match the numbers, you can decide whether to match colours or not. Challenge: What is the total of your two cards?</p> <p><u>Game idea 2:</u> Instead of matching numbers find pairs of numbers that add up to 10. Children can use their fingers to work out if their cards total 10. You can decide whether to remove the 10 cards or keep them in as a bonus number bond to 20.</p> <p><u>Game idea 3:</u> Choose a different total e.g. 15. You will need to remove the cards 1-4 for this game. Children will need to work out if the two cards they have turned over add up to 15. You can choose any total you like, if it is a larger number you will need to remove some of the smaller cards, and if it is a smaller number you might not need some of the larger cards. You can choose a number you think appropriate for your child.</p> <p><u>Game idea 4:</u> Make up your own version of the game and share it on Flipgrid so others can play it too!</p>
Fri	<p>Finish up Friday!</p> <p>Some of you may have this one to complete:</p> <p>http://www.snappymaths.com/addsub/addsub1d/resources/newlook/add1dtom10mmm.pdf</p> <p>This should be done without resources if possible. Use place value to explain what to do; the one digit number replaces the ones number in the two digit number</p>

Some of you may be ready to start this one:

<http://www.snappymaths.com/addsub/addsub1d/resources/newlook/sub1dfm10mmm.pdf>

They will probably find this much harder than adding a 1-digit number to a 10s number. Remind them to use their number bonds to 10 knowledge to check their answers and let them use a 100 square to help find the correct answer. One can be printed from here <https://www.twinkl.co.uk/resource/t-n-016-100-square-printable> or they can use the splat square.

Some of you may be ready to start a new one:

<http://www.snappymaths.com/addsub/addsub1d/resources/newlook/addsub1dm10mmm.pdf>

This uses the skills learnt over the last two weeks but combines them in one sheet. Make sure children notice the symbols so they know whether to add or subtract.