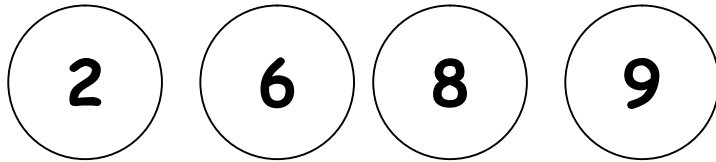


Targets for pupils in Year 1

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.

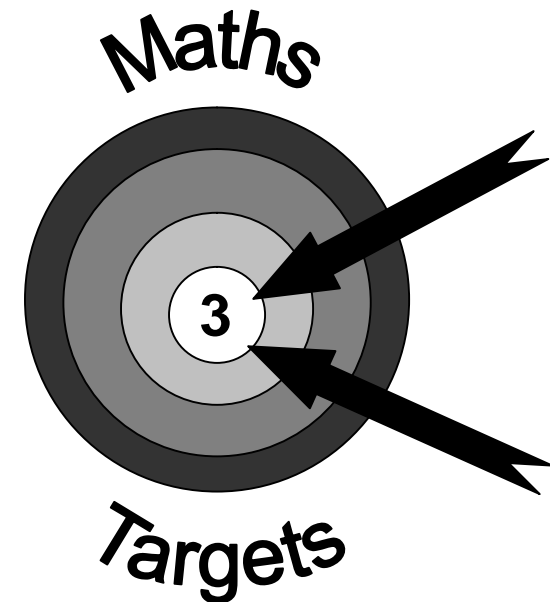
Dicey coins

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?



A booklet for parents

Help your child with mathematics

Targets – Year 1₃

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

- Count at least 20 everyday objects.
- Count forwards and backwards in ones, starting from a small number.
- Count forwards and backwards in tens (zero, ten, twenty, thirty...)
- Read and write numbers to at least 20.
- Put the numbers 0 to 20 in order.
- Use the words *first, second, third...*
- Given a number from 10 to 20, say the number that is 1 more, 1 less, 10 more, 10 less.
- Use the words *add, sum, total, take away, subtract, difference between...* in practical situations.
- Know by heart all pairs of numbers that make 10, e.g. 3 + 7, 8 + 2.
- Add and subtract two numbers under 10.
- Compare two objects or containers, and say which is longer or shorter, or heavier or lighter, or which holds more.
- Name and describe simple flat and solid shapes, e.g. *It's got 3 corners.*

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

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.

K456 XWL

- ◆ 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.

_____ is working on the targets that are ticked.