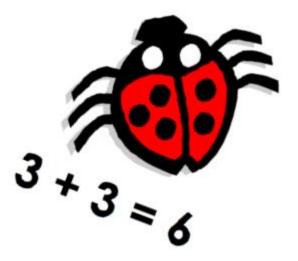


Welcome to HCIS Maths Evening Year 1





Mathematics in the National Curriculum

The national curriculum aim for Mathematics is that all pupils:

- Become fluent in the fundamentals of maths.
- Can problem solve by applying their maths skills.
- Can reason mathematically by following a line of enquiry and develop justification and proof using mathematical language.

What are the characteristics of a successful learner in maths?

- From the early stages onwards, children should experience success in mathematics and develop the confidence to:
- Take risks
- Ask questions and explore alternative solutions without fear of being right or wrong
- Enjoy exploring and applying mathematical concepts to understand and solve problems.
- Explain their thinking to others in a variety of ways.
- Reason logically and creatively through discussion.

TEACHING MATHS IN YEAR 1

Maths in Year one is very practical using lots of resources but the children are starting to record e.g.

8+1=9

We also focus on counting in steps of 2, 5 and 10 and number bonds. Once these are learnt they can them use these number facts to derive other maths e.g. if $7+3=10\ 17+3=20$ or 5,10,15, 20, is 4x5=20. These key skills are also applied to real life problem solving e.g. money.

If I want to buy a sweet that costs 12p, what coins could I use?

Development of maths lessons...

Concrete:

Use of physical objects, bring maths to life.

Pictorial:

Use of pictures.

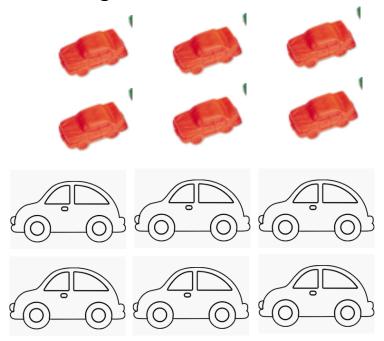
Abstract:

Numbers and symbols.

Using and applying:

Fluency, problem solving, reasoning, questioning, investigating ...

A car lorry can hold 3 cars on each level. There are two levels, how many cars altogether?



$$3+3=2x3=$$

How many cars would there be if there were 3 lorries?
How do you know?
Could you show a friend how you worked it out?



Resources

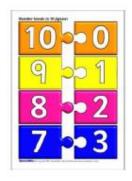
 A variety of resources are used in the teaching of maths.



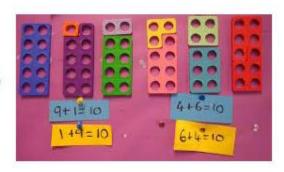








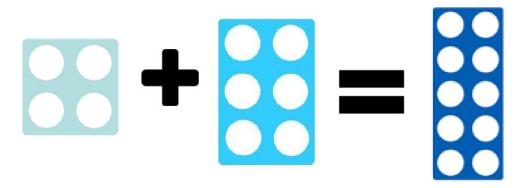
Number Bonds



- Why are they so important?
- They are a powerful building blocks for number.

E.g. if the children know that 7+3=10 then they know 17+3=20 and 70+30=100.

This will help them in all areas of maths.



Step Counting



- Each child needs to be able to count on and back in 1's, 2's, 5's and 10's.
- This will help with all areas of maths.
- They need to count on from any multiple e.g.
- 4, 6, 8, or 35, 40, 45 or 100, 90, 80 etc....
- This can be practised anywhere at any time e.g. in the car, in the bath or walking to school.



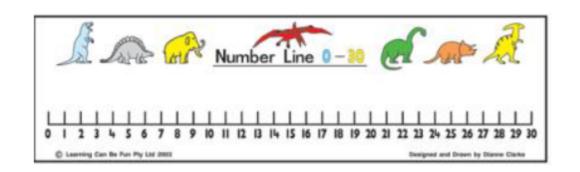
Addition

Counting on using objects
Counting on using number line / tracks
Counting on using a hundred square
Blank number line (bridging)
Partitioning
Column addition

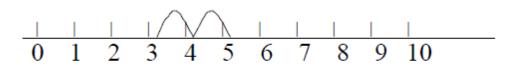


Addition:

$$3 + 2 =$$

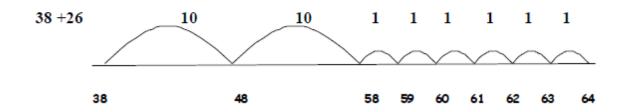






and 2 more



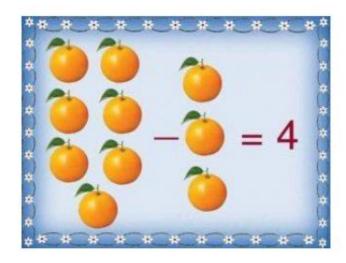




1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Subtraction

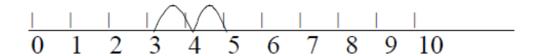
- Counting back using objects
- Counting back using a number line
- Counting back using a hundred square
- Blank number line
- Partitioning

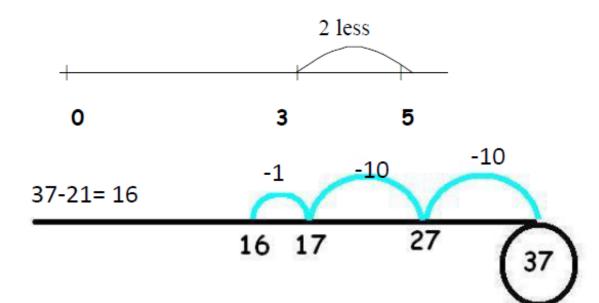


Subtraction: Number Lines

$$5 - 2 =$$







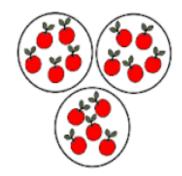


Counting back

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Multiplication

- Doubles objects / bead string
- Counting in steps of 2,5,10
- Counting objects
- Pictures
- Number lines
- Times tables
- Arrays



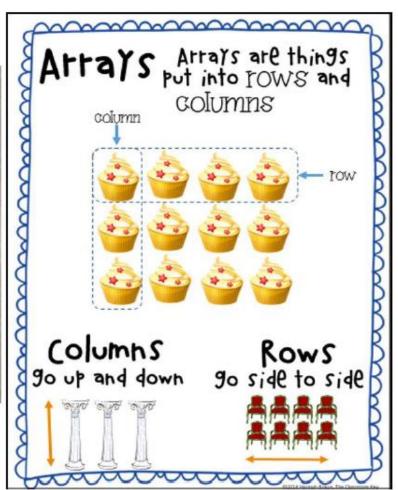
There are 3 equal groups of 5.



Multiplication learned as repeat addition 3x2 = 2 + 2 + 2

Multiplication **

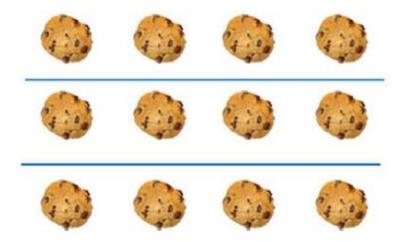




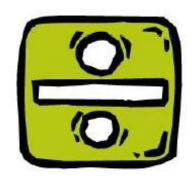
Division

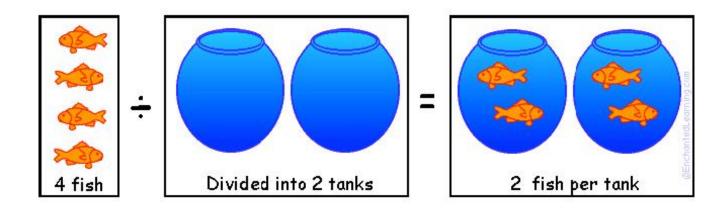
- Halving
- Sorting hoops and objects
- Pictures
- Related times tables facts

Share 12 cookies equally among 3 children. How many cookies will each child get?



Division





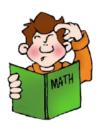
Use arrays.

- 0 0 0 0
- 0 0 0 0
- 0000

Multiplication learned as repeat addition 3x2 = 2 + 2 + 2

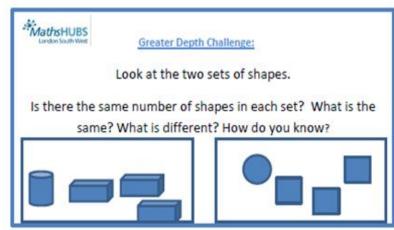
Problem Solving

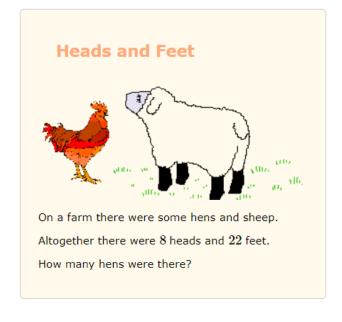




Example problem

- Tom has <u>6 apples</u> and <u>4 oranges</u> how much fruit <u>altogether?</u>
- 1. Underline the important words.
- 2. Decide on a method e.g. adding
- 3.6+4=10
- 4. How can I check this? I know 6+3=9 so 6+4-10.



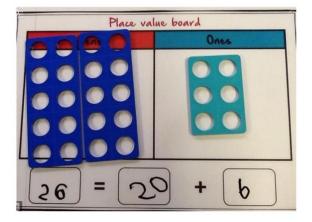


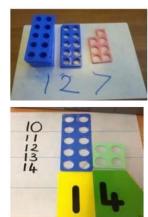
	National Curriculum	All Students						
	Statement	Fluency	Reasoning	Problem Solving				
Place value	Given a number, identify one more or one less.	Fill in the missing numbers. 9	• What comes next? 6+1=7 7+1=8 8+1=9 • True or False? 1 more than 7 is the same as 1 less than 9. Use the ten frame to show me. • Harry says: 1 more is the same as adding 1 and 1 less is the same as taking away. Is he right? Prove it.	A number line has been cut up. Can you find the missing numbers? 5 8 3 5 Dan says; 'I am one year older than my sister. My sister is one year older than my brother. My brother is 7. How old am I? Use number cards 0 -10. How many different ways can you complete the boxes below? Is 1 more than				

Why does Numicon work?

- It is very visual.
- It is colourful and pleasing to the eye.
- The holes are finger sized.
- It gives a concrete image of number.
- It is fun!
- It can used for all four operations.

Place Value

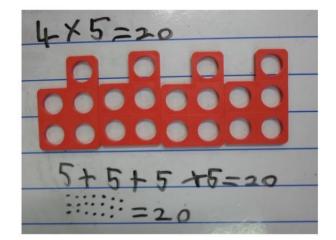




Multiplying with Numicon

· Build me the problem:

$$3 \times 7 =$$



How can I help my child?

- Practice skills from the maths objectives list, on the topic web for the term.
- Use maths in everyday life eg: shopping, laying the table...
- Play games such as snakes and ladders, dominoes, frustration...
- Questioning; how do you know that answer? How could you get to the answer a different way?
- Have a 'growth mind-set' attitude, no-one is rubbish or 'can't do' math.
 It's ok to make mistakes. It's ok to use resources and make jottings.

Useful Websites

PurpleMash- The school have a subscription, the log in was sent home on a purple card ©

https://www.ictgames.com/

https://www.oxfordowl.co.uk/for-home

https://www.familymathstoolkit.org.uk/

https://www.bbc.co.uk/cbeebies/grownups/help-your-child-with-maths

https://www.bbc.co.uk/cbeebies/grownups/help
-your-child-with-maths

purple Yo mash	our child's name
Username:	Your child's name
Password:	
Parent Code	

https://www.purplemash.com/his

Expectations by the end of Year 1

- Number and Place Value
- Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.
- Count, read and write numbers to 100 in numerals; count in multiples of two's, five's and tens.
- Given a number count 1 more and 1 less.
- Identify and represent numbers using objects and pictures including a number line.
- Use mathematical language such as: equal to, more than, less than, most, least.
- Addition and Subtraction
- Read, write and interpret mathematical statements involving addition, subtraction and equals signs. + - =
- Represent and use number bonds and related subtraction facts within 20
- Add and subtract one and two digit numbers to 20, including zero.
- Solve one step problems that involve addition, subtraction. These may be presented as missing number problems.

Expectations by the end of Year 1

Multiplication and Division

 Solve one step problems involving multiplication and division. Children may use objects, pictures or arrays to support them with this.

Fractions

- Recognise, find and name a half as one of two equal parts of an object, shape or quantity.
- Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity

Measures

- Compare, describe and solve practical problems for:
- · Height, length, mass, weight, capacity, volume,
- Time.
- Measure and begin to record the following:
- Lengths / height
- Mass / weight
- Capacity / volume
- Time in hours, minutes and seconds
- Recognise and know the value of different denominations of coins and notes.
- Sequence events in chronological order
- Recognise and use language relating to dates, including days of the week, weeks, months and years.
- Tell the time to the nearest house and half past the hour.



Expectations by the end of Year 1

Shape

- Recognise and name 2D and 3D shapes including:
- 2D rectangles squares, circles and triangles
- 3D cuboids, cubes, pyramids and spheres

Position and Direction

 Describe position, direction and movement including whole, half, quarter and three quarter turns.

