

Activities to Support Year 1

Secret Numbers

- Write the numbers 0 to 20 on a sheet of paper.
- Ask your child secretly to choose a number on the paper.
- Ask them 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? They 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?

Dice Game

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

- Take turns to 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 use objects or 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.

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 to roll a dice and 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!

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.

Track Game 1

- Throw a dice and 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.

Track Game 2

- 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 they are 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!

Car Number Bingo

- Each person chooses a target number eg 10. Think about which pairs of numbers add to make your target.

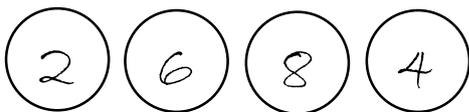
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- You have to see a car that has two numbers which add up to your target number.
- Say $4 + 6 = 10$, "Bingo!"
- Change the target number each week or so.
- You can extend this by choosing 3 numbers to make a target number.

Adding Circles

For this game you need a dice, 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 your numbers, cross it out.
- The first person to cross all their circles out wins.

Dicey Coins

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

- Take turns to roll the dice and take that number of 10p coins.
- Guess how much money it is. Then count aloud in tens to check. *Ten, twenty, thirty*
- If you do it correctly keep one of the 10p coins and put the rest back in the pile.
- First person to £1 wins!