PARENTS' MATHS WORKSHOP

Year 1

Aims of the Session:

- Share with you some of the things your child will be learning in school
- Improve your confidence in helping your child with maths
- Explore some games and activities you can play with your child at home to help them develop fluency and become more automatic with number facts.

Why engage with your child's learning?

Research evidence suggests that when parents are engaged in their children's learning, outcomes for children can be improved.

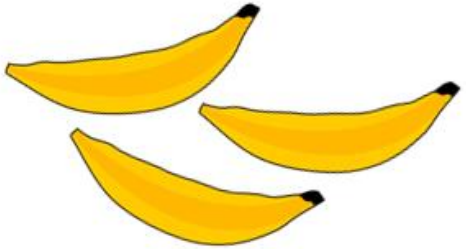
Mastering Number Programme…

In Reception, Year 1 and Year 2 we follow a mastering number programme.

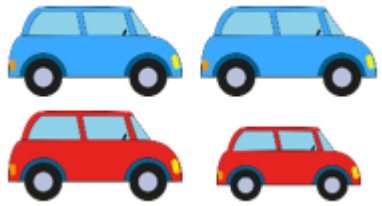
This will help your child to develop good number sense.

Some of the things they will learn includes:

Counting



Recognising small numbers of objects and making their own collections



Know different ways to ‘make’ (compose) a number

How do we develop good number sense?

Knowing how numbers are 'made' will help children later on with calculations.

I know that 6 is made of 4 and 2 so I will also know...

40 + 20

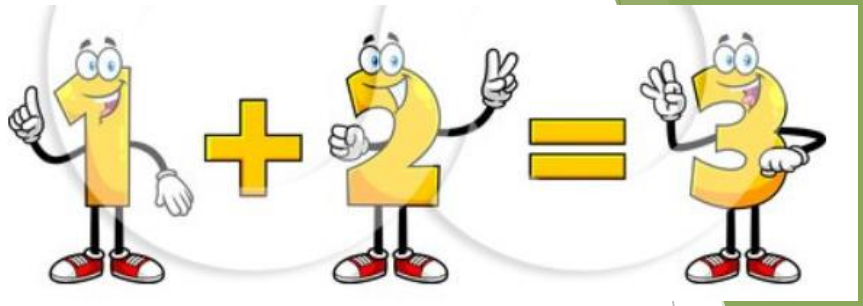
400 + 200

6 - 2

60 - 20

0.4 + 0.2

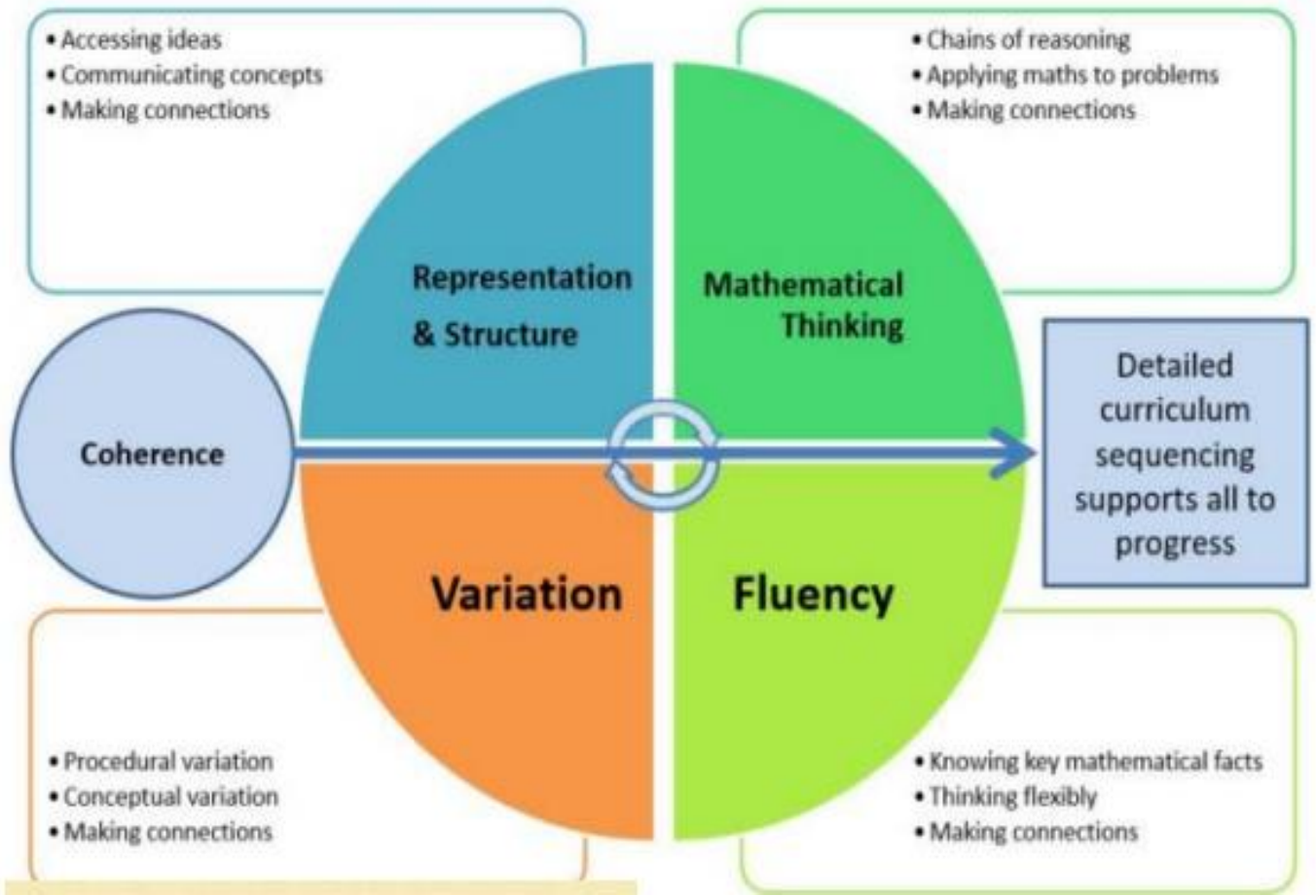
Developing Fluency:



Year 1	Autumn	* addition and subtraction bonds to 6, 7, 8, and 9 * addition and subtraction bonds to 10.
	Spring	* addition and subtraction bonds to 20 and within 20. * Doubling numbers to 10. * add and subtract two 1-digit numbers.
	Summer	* count in 2s, 5s and 10s * revise days of the week and say months of the year * one more or 1 less than any number up to 100. * Halving numbers to 10. * tell the time using o'clock and half past.

NCETM
NATIONAL CENTRE for EXCELLENCE in the TEACHING of MATHEMATICS

Teaching for Mastery



White Rose Maths

Not racing up a ladder!

When the children learn a concept in maths, they need time to embed the skills.

Just because they know numbers to 10, it is important that we don't rush to learn numbers to 100.

CPA - approach to maths!

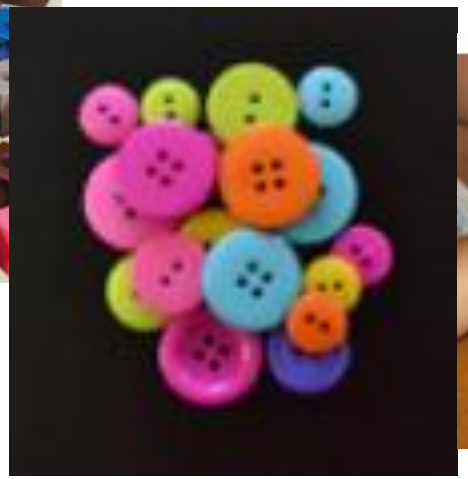
Concrete

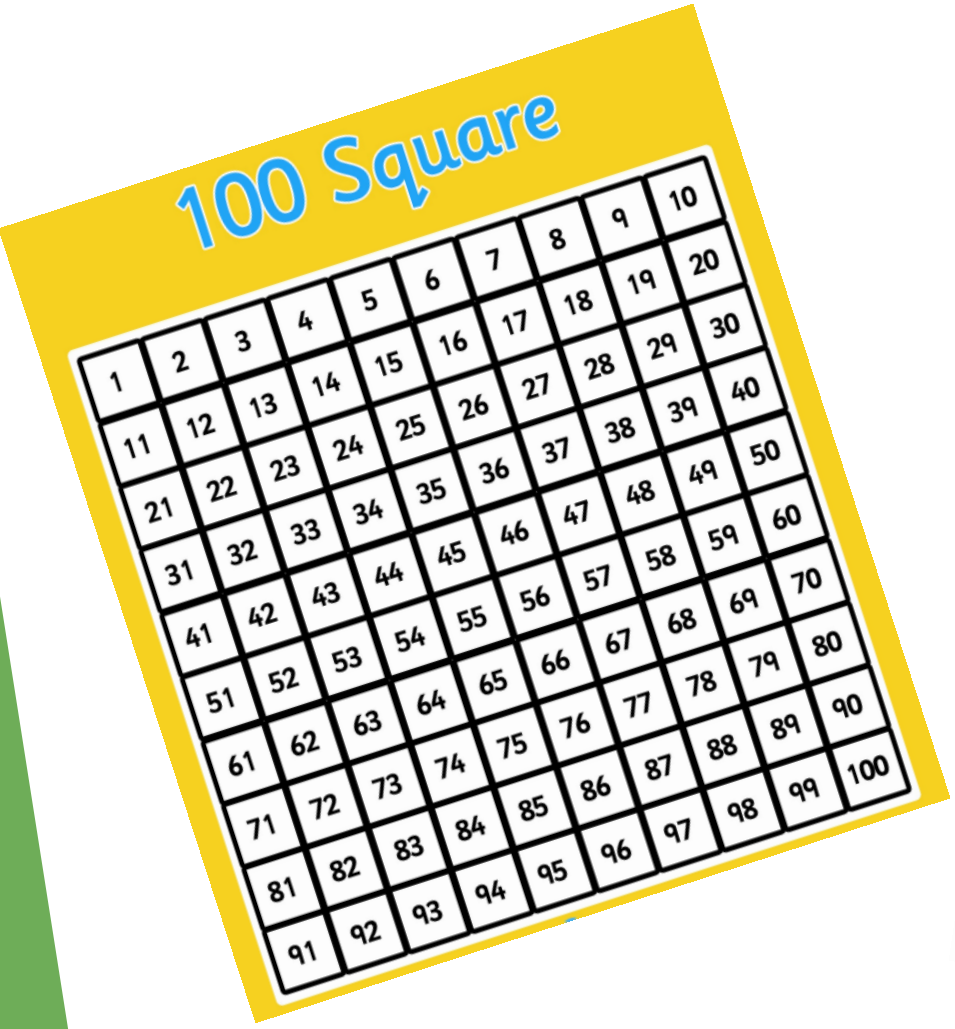
Pictorial

Abstract

CPA - approach to maths!

Concrete




100 Square
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
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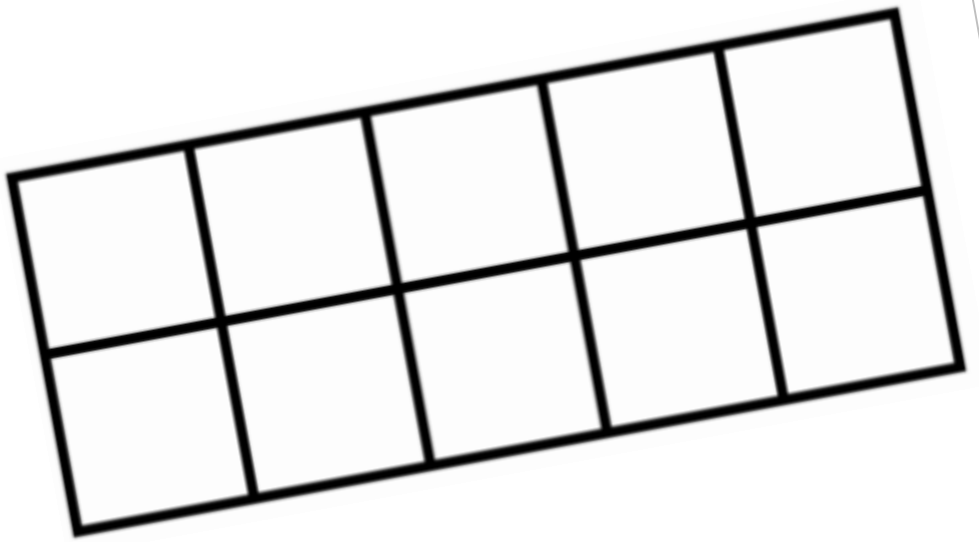
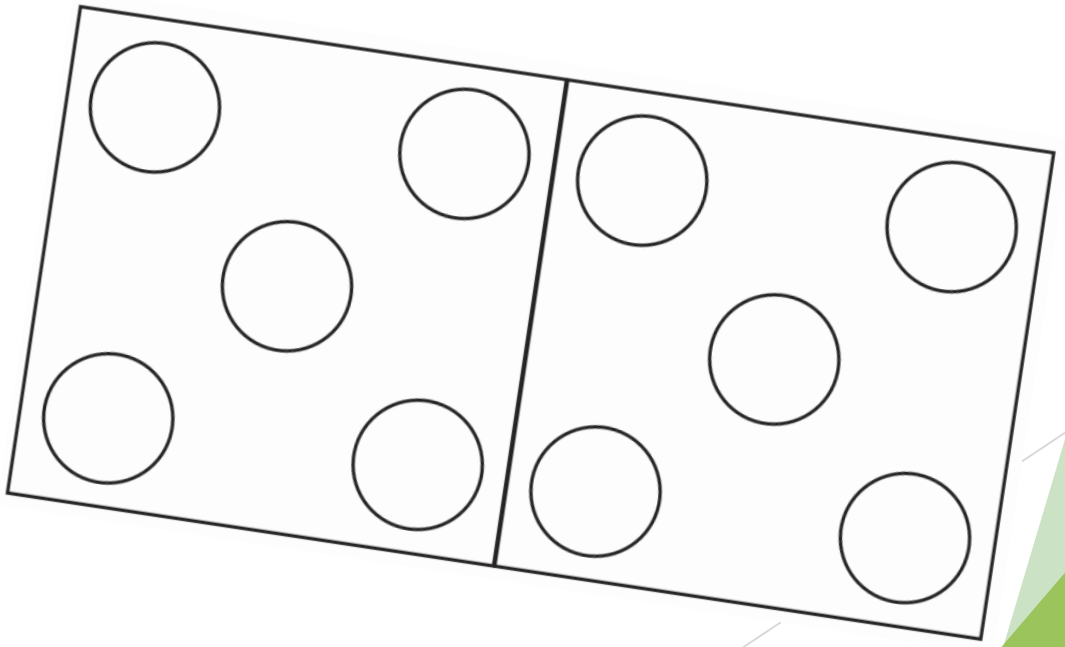
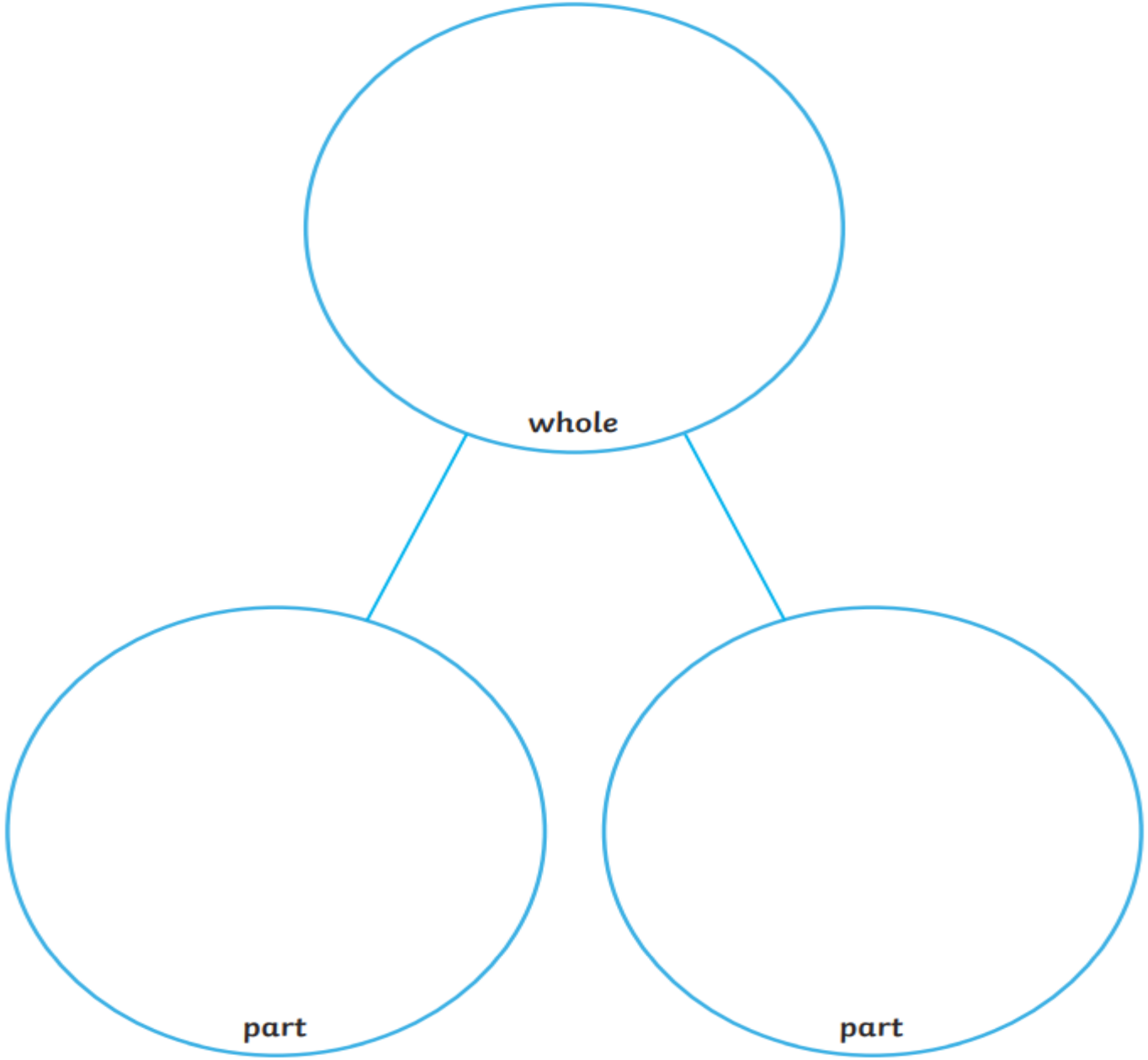
91 92 93 94 95 96 97 98 99 100



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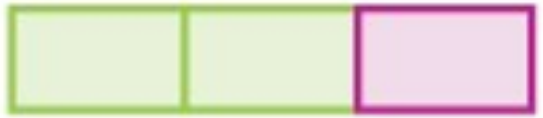
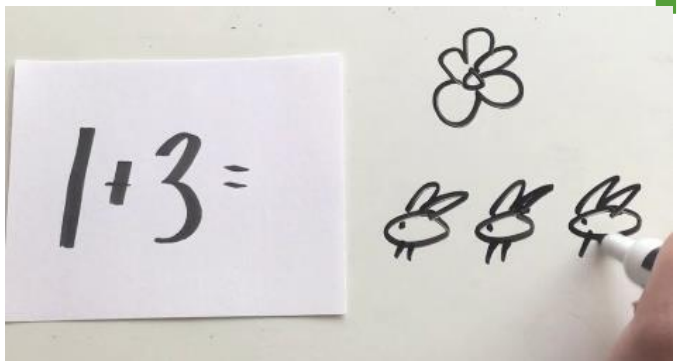
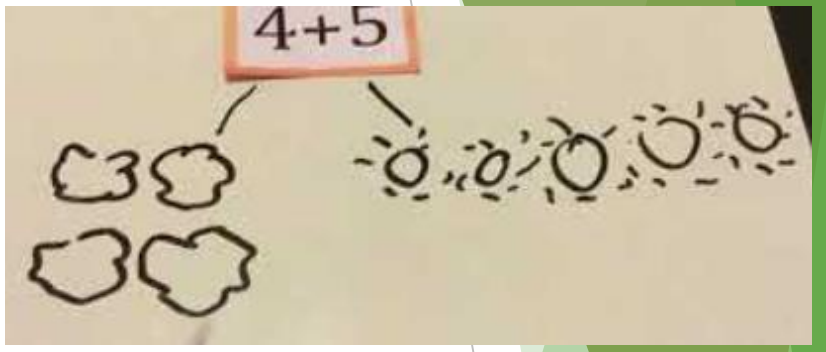
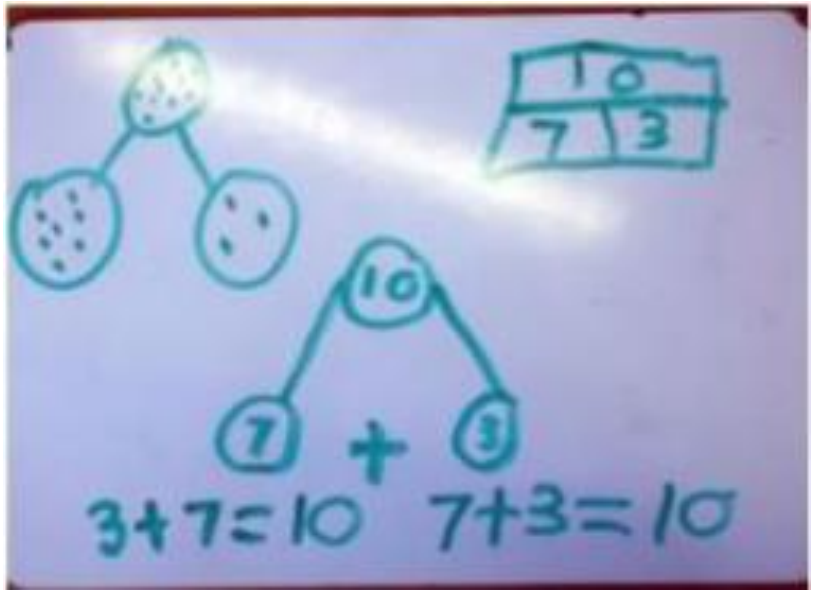
CPA - approach to maths!

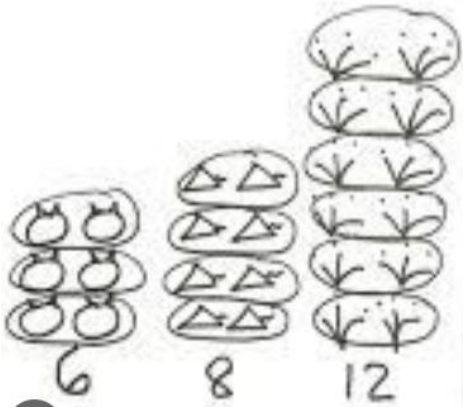


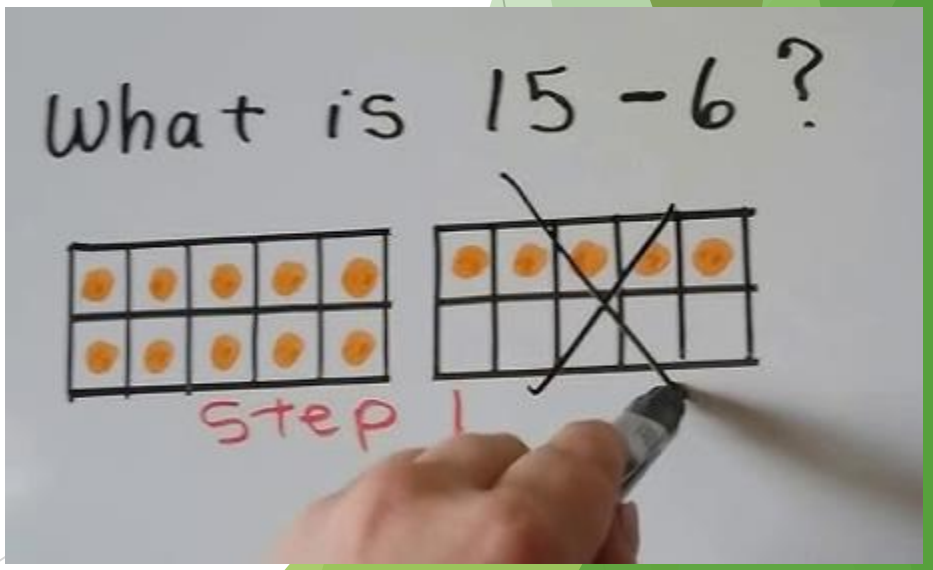
Pictorial











CPA - approach to maths!

Abstract

2 + 1 = 3

How will knowing how numbers are ‘made’ help?

If children know that **4 can be made of 3 and 1,** they can apply this knowledge later on to see that:

30 and 10 is 40

300 and 100 is 400

and that;

400 take away 100 is 300

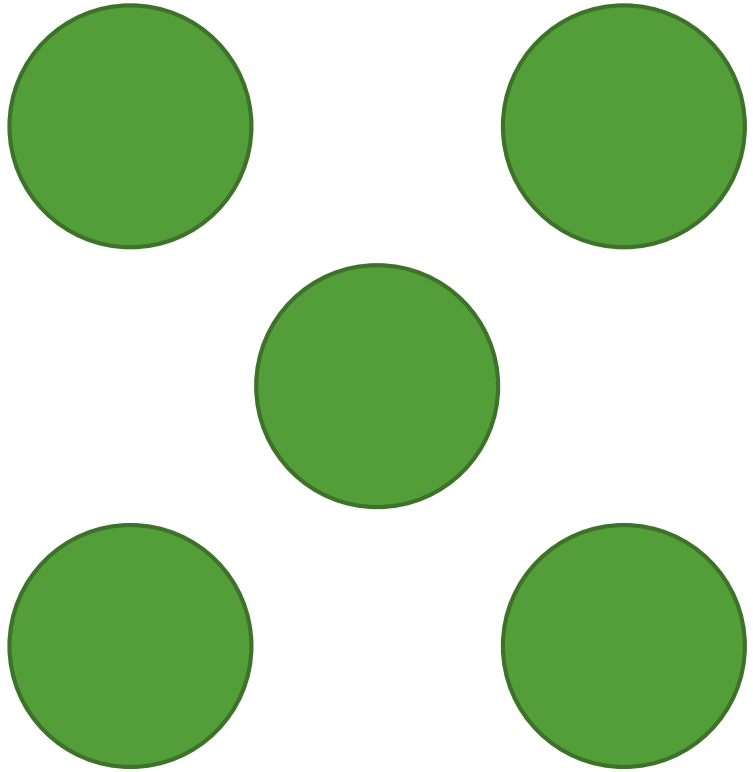
Let's do some maths with the children!

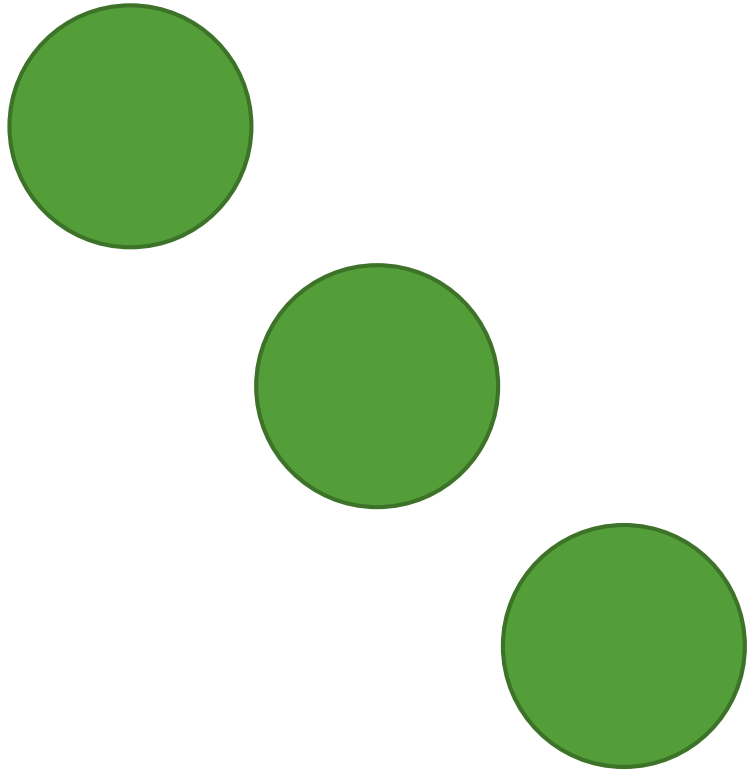
Look out for when you can use your subitising skills! Get those fast eyes ready!

Subitising

Subitising is the ability to recognise a *small quantity* of objects *without the need to count*.

It helps the children to understand the composition of number.



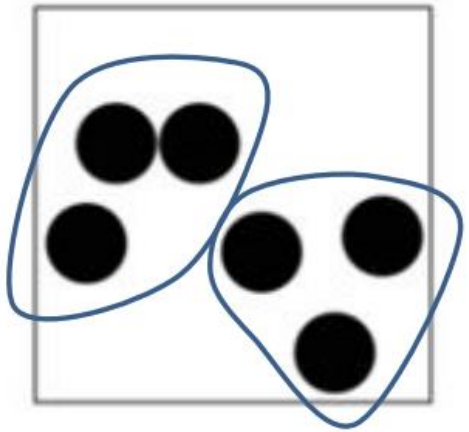


Subitising

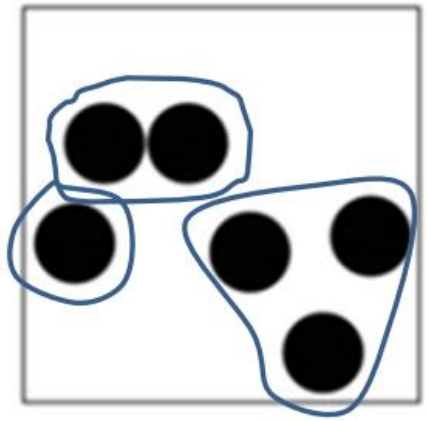
Sometimes when we subitise we can see two groups at once; if we know that 3 can be ‘made’ of 2 and 1, then we know how many there are altogether without counting.

How did you see the number?

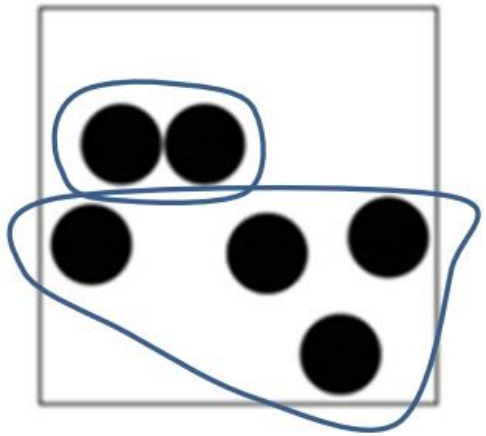
What numbers can you see hidden?



3 and 3



2 and 1 and 3



2 and 4

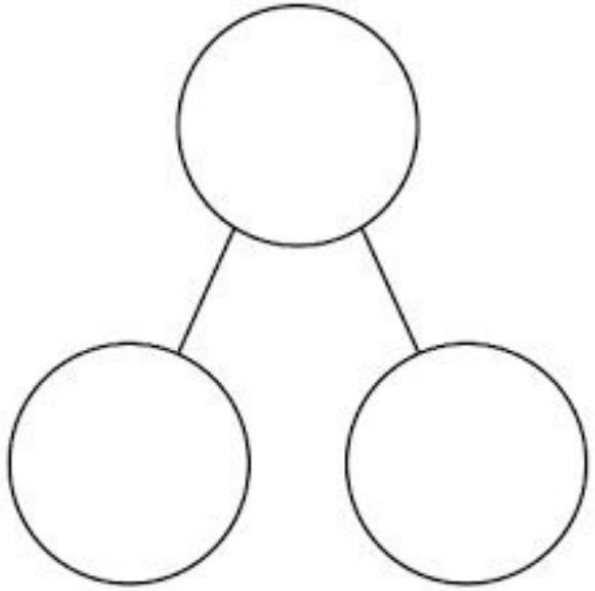
There are more ways to recognise 6. By asking the children to investigate images and talk about what they can see helps children develop their understanding of different numbers.

I know 1 and 3 makes 4.

2 more than 4 is 6

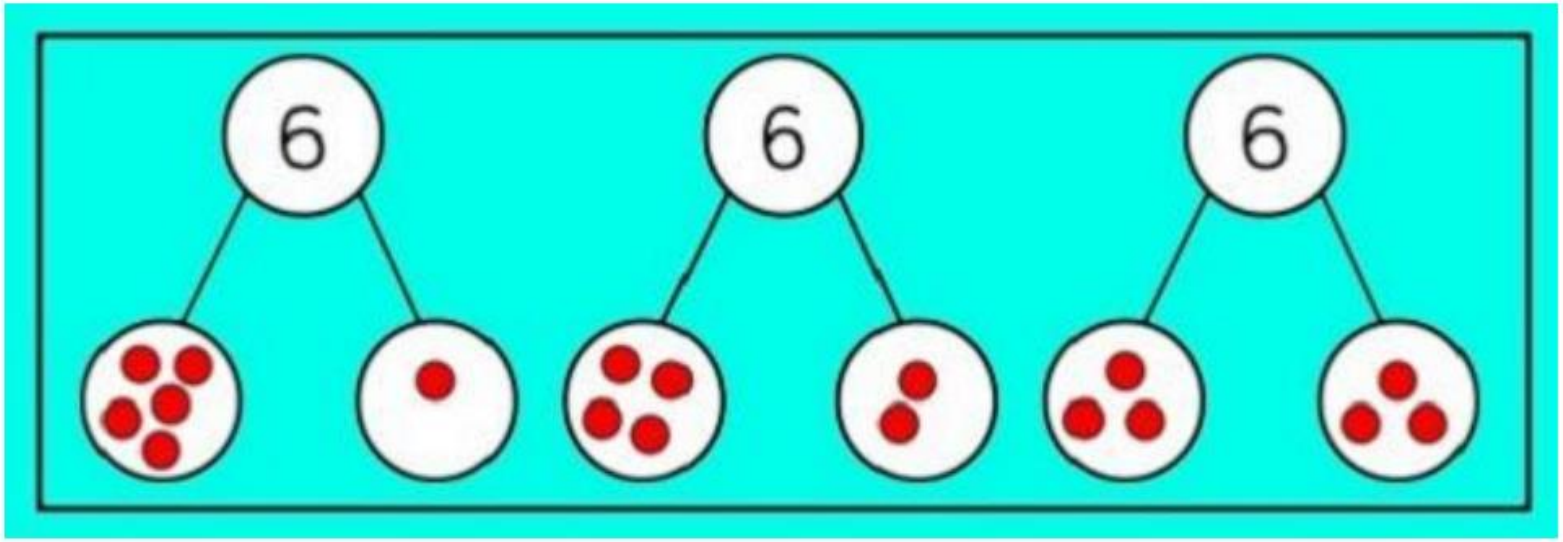
Composition of number

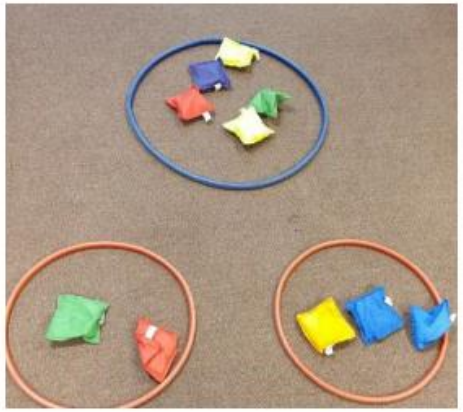
We teach the children about the composition of number.



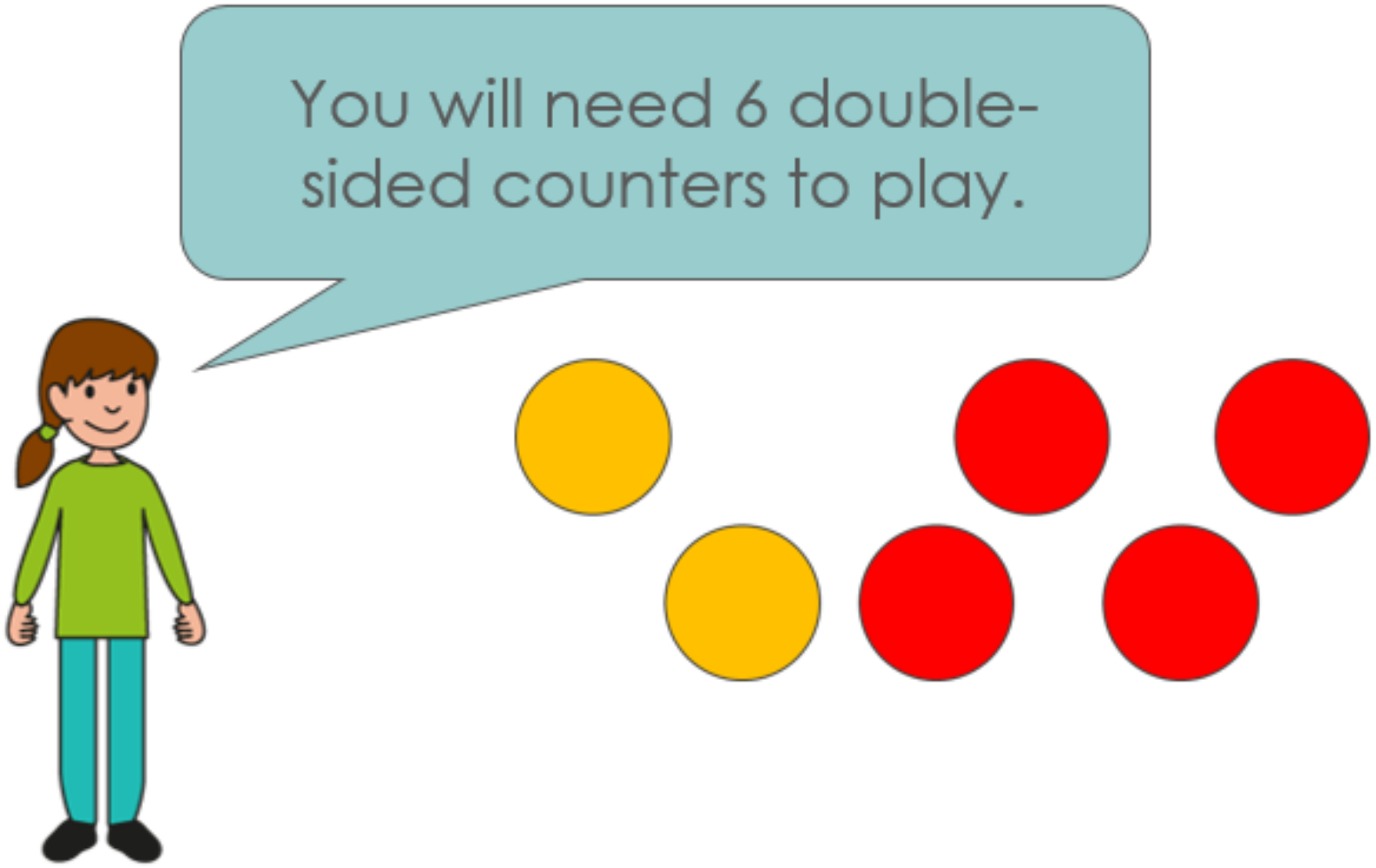
Numbers are composed of smaller numbers

- Numbers can be made of 2 parts
- Numbers can be made of more than 2 parts
- Numbers can be made of equal parts
- Numbers can be made of unequal parts

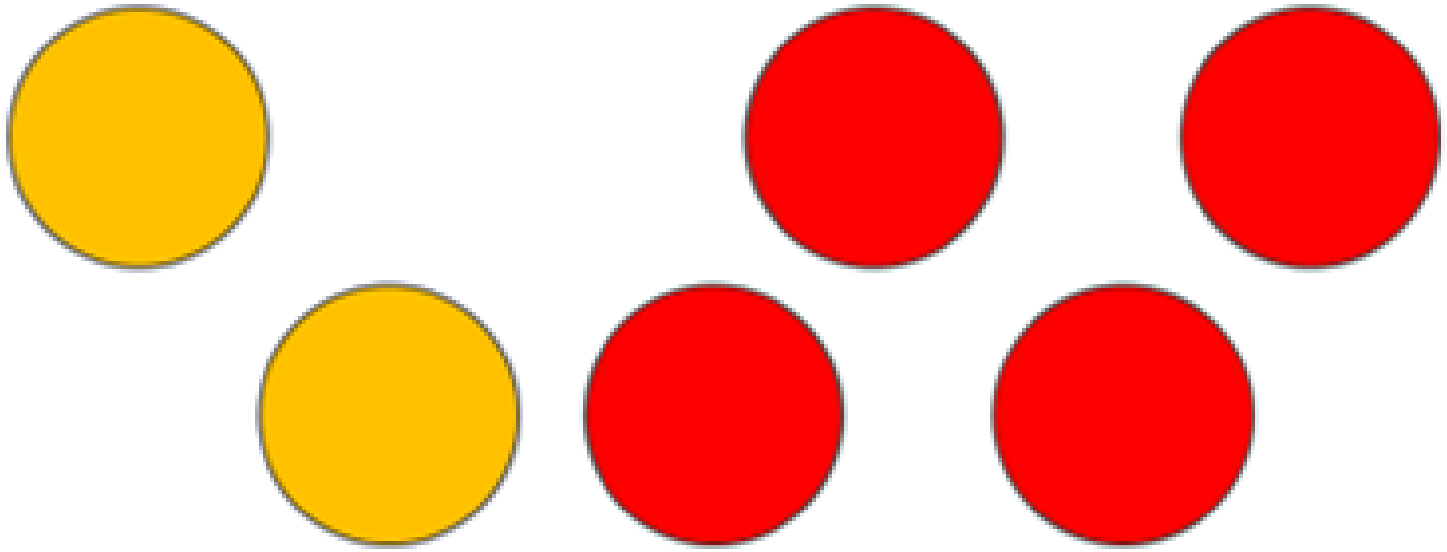

6
6
6



Drop the Counters!

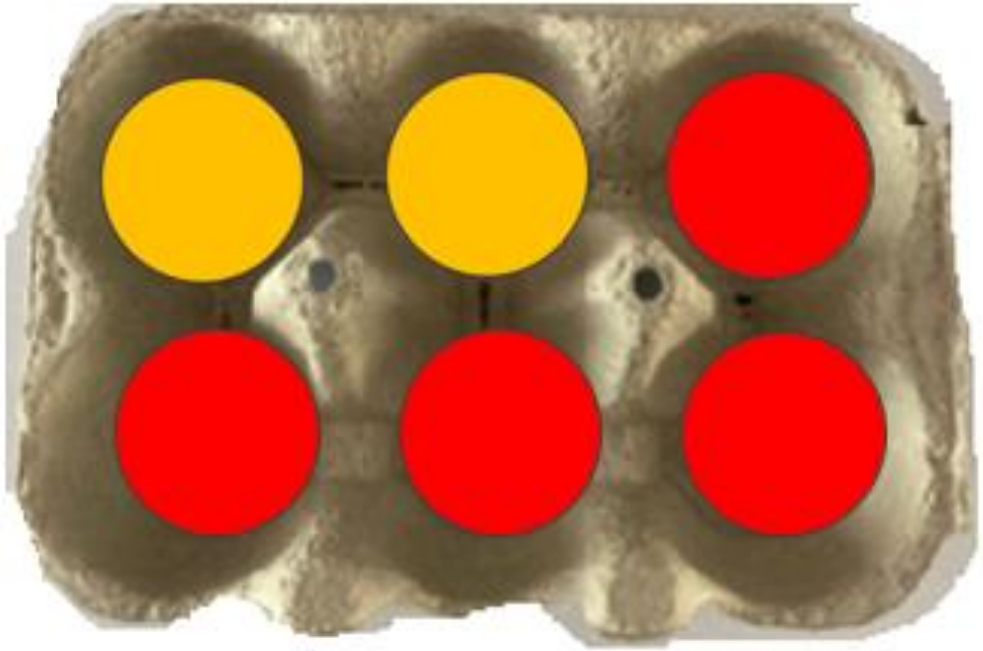


6 is made up of …… and …….. …… and ……. make 6!



Using Egg Boxes!

6 is made up of …… and ……. …… and ……. make 6!



Addition Games

- One more than

Find the total

Roll 2 dice and add them together to work out the total.

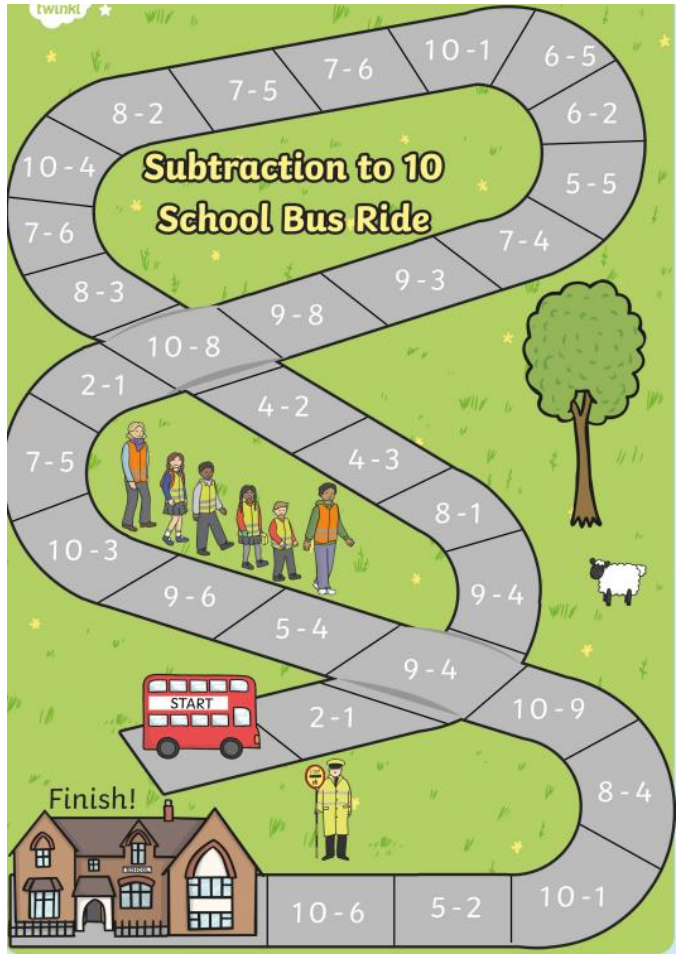
Write the calculation in the box by the answer.

2	3	4	5	6

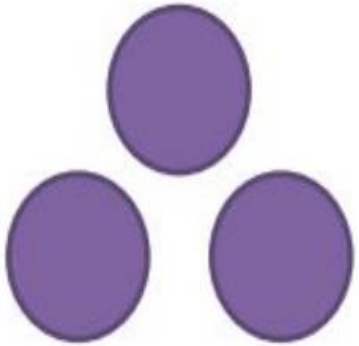
7	8	9	10	11	12

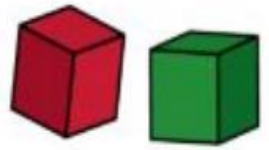
Subtraction Games

- Counting backwards
- One less



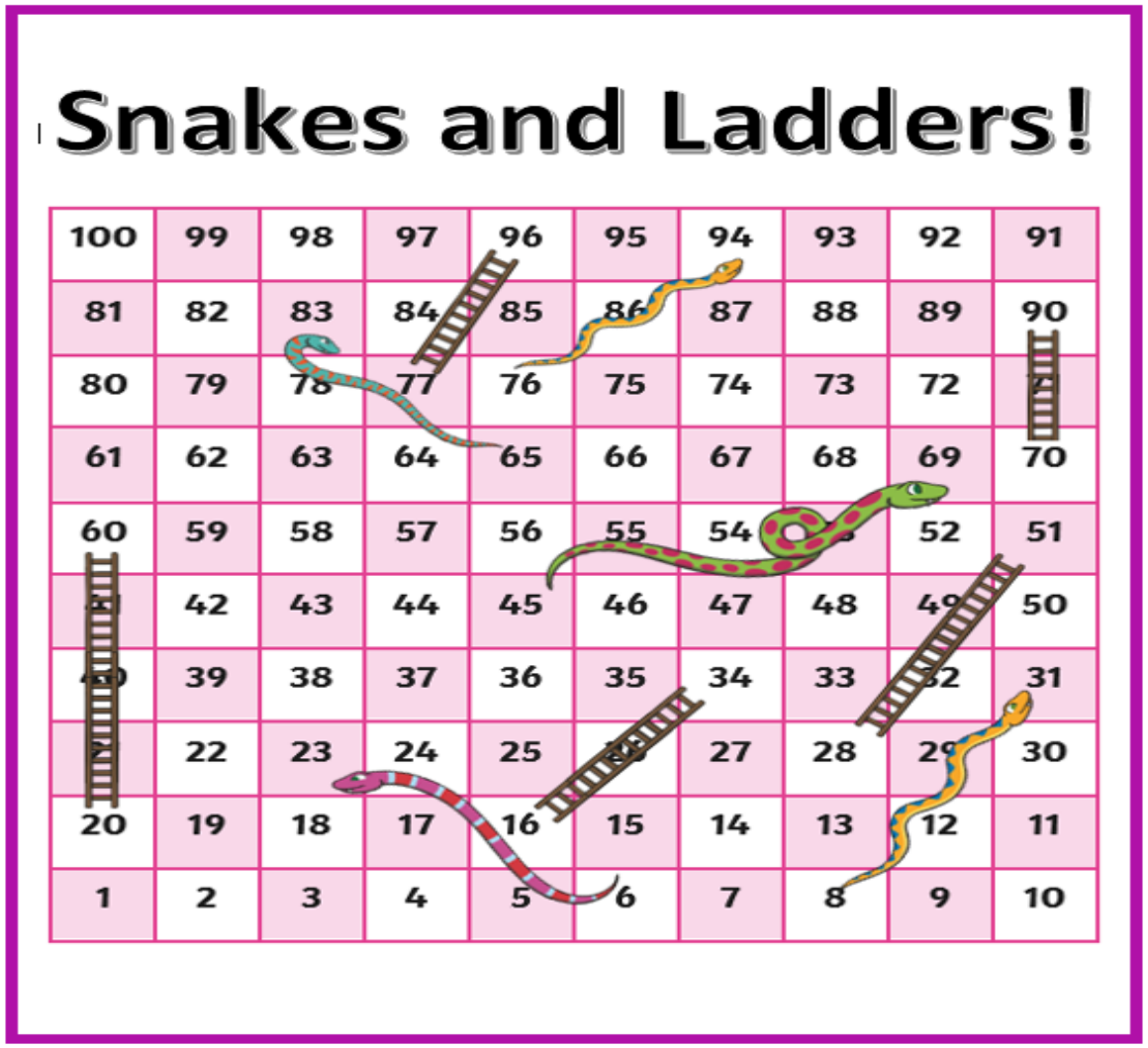
Not just dots





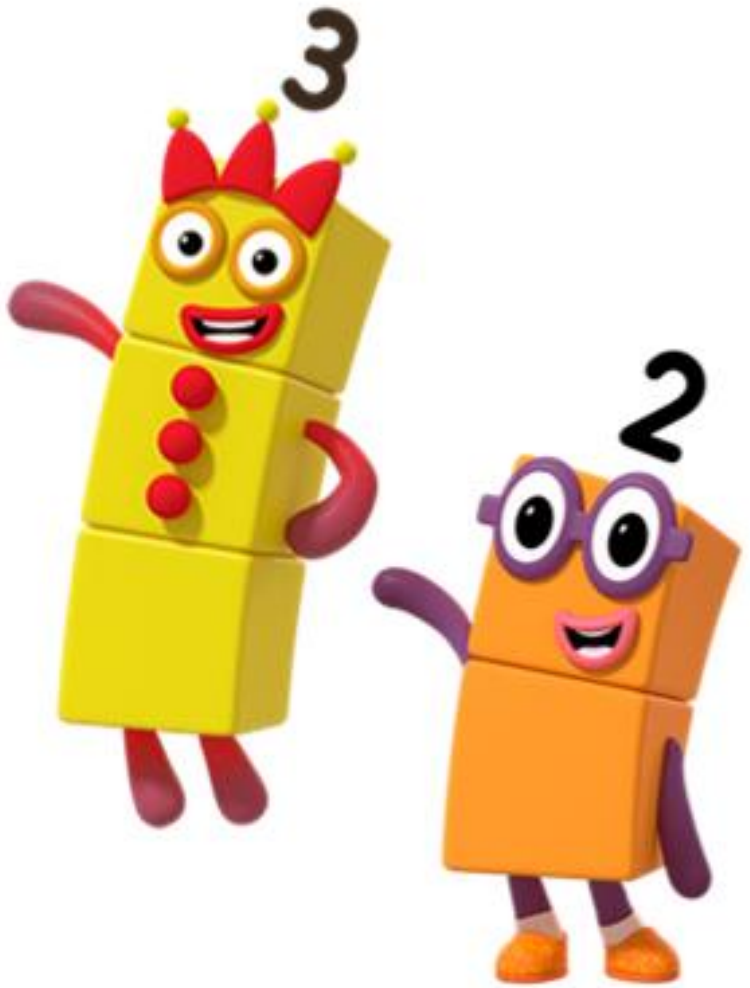
Developing Fluency

Recognising numbers to 100!

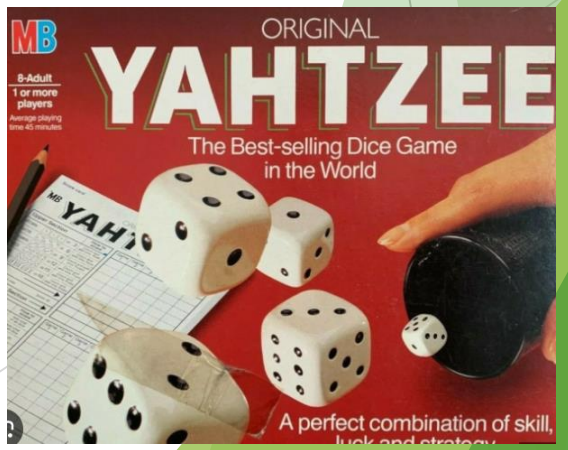


NUMBER FORMATION

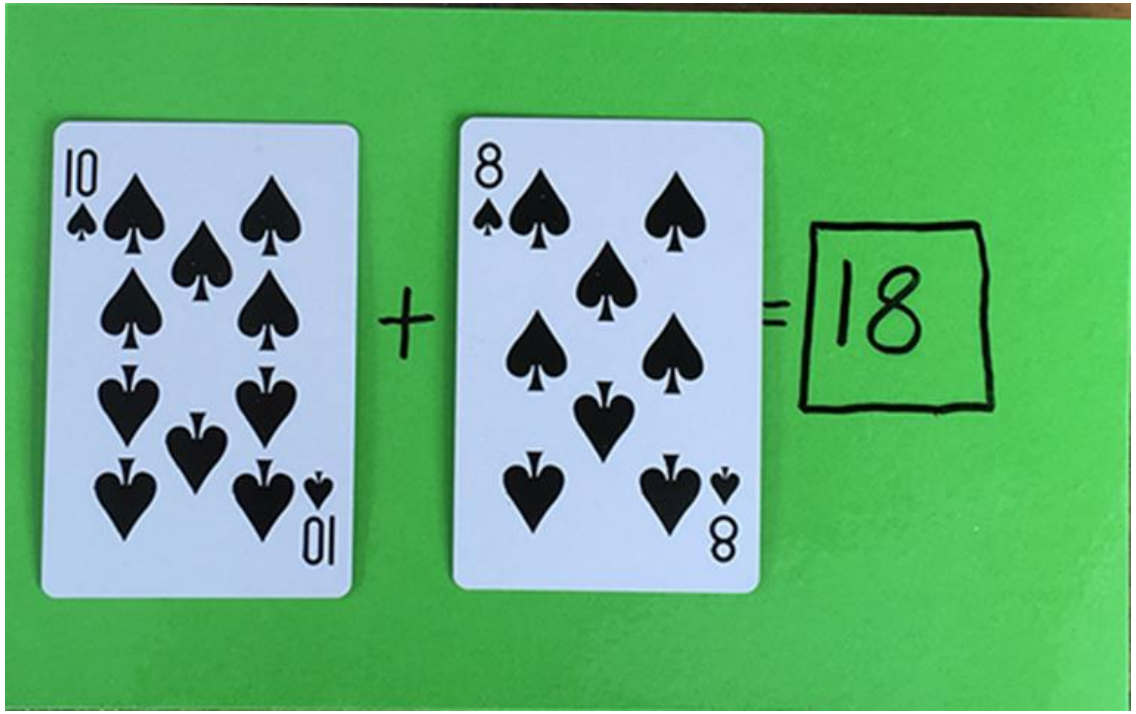
Number Blocks!



Games you can play at home!



Card Games: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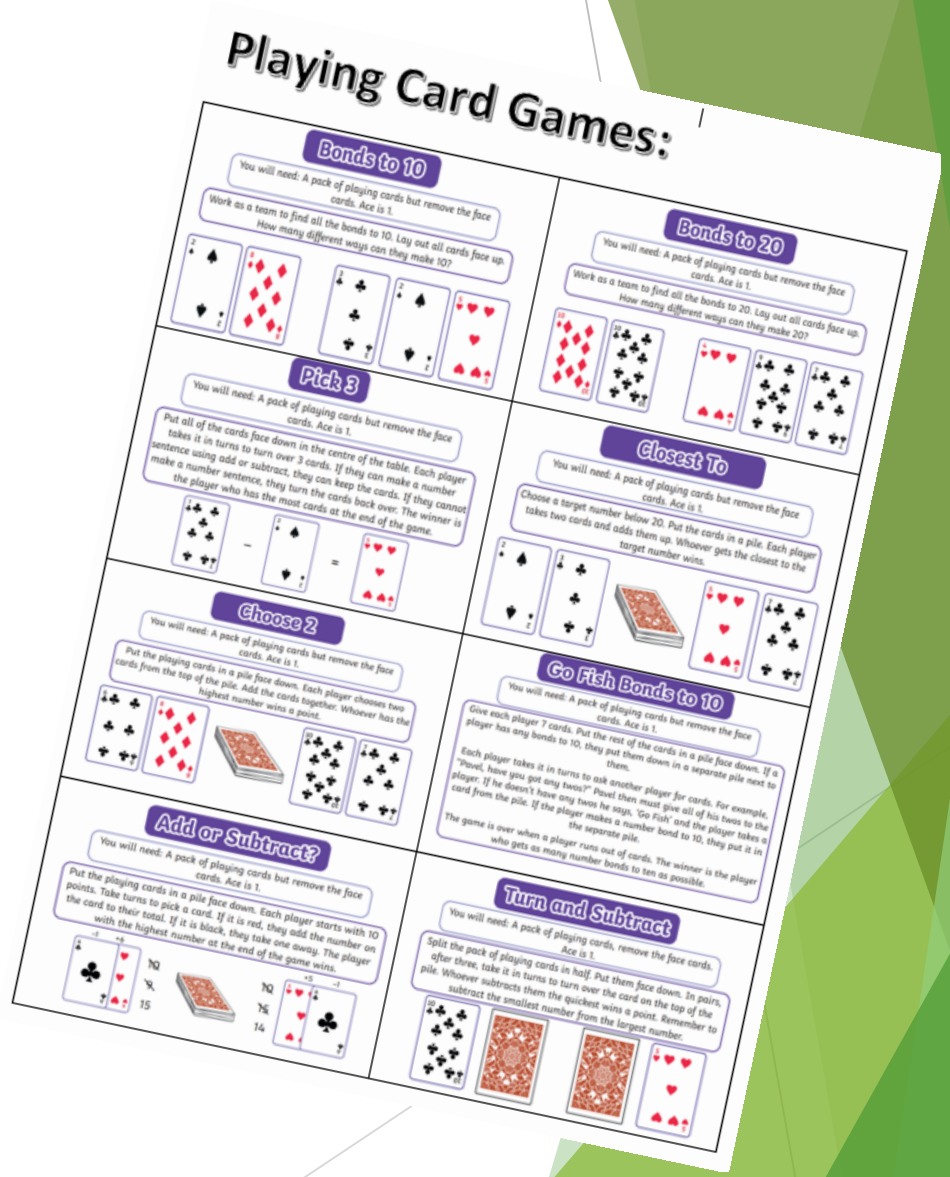
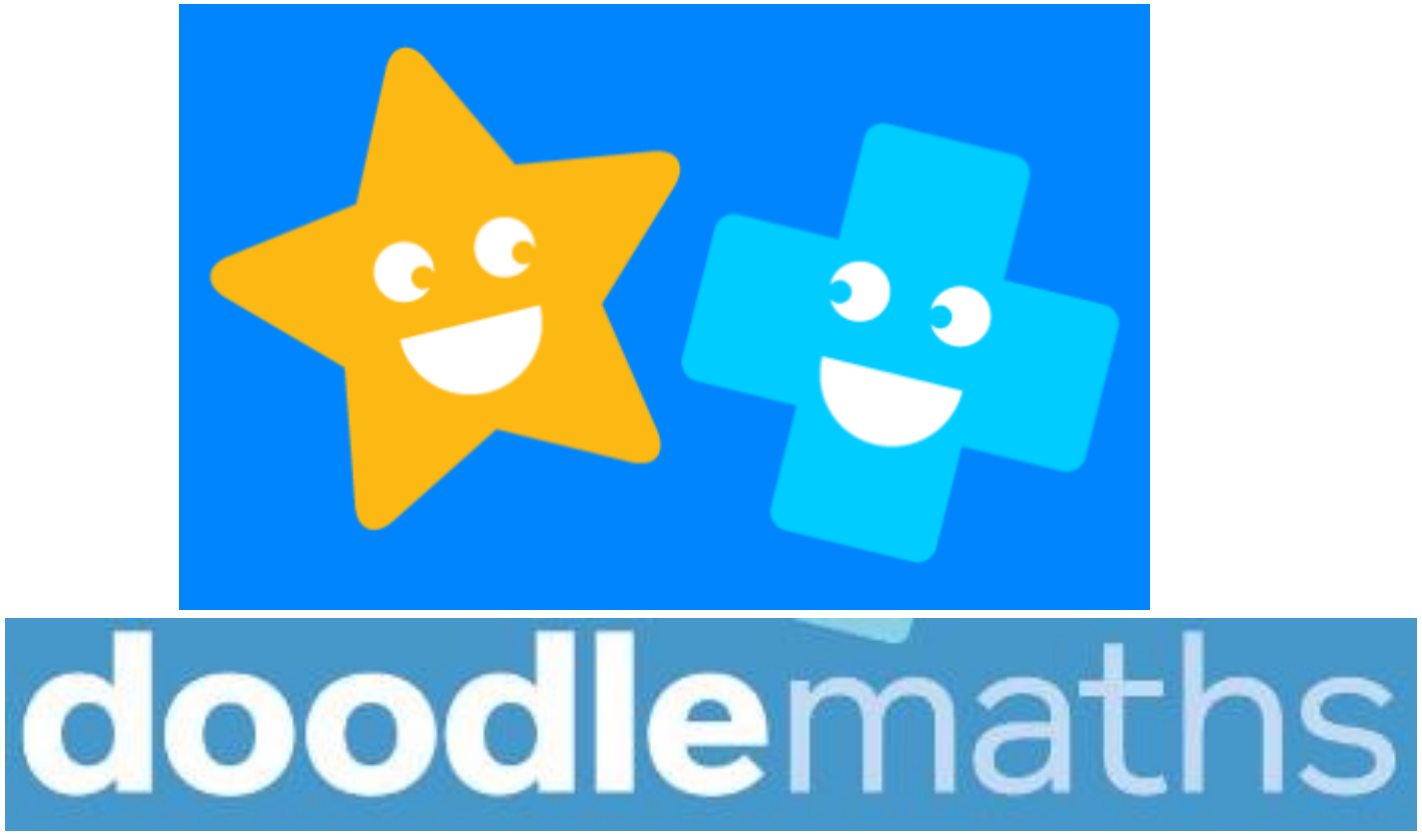
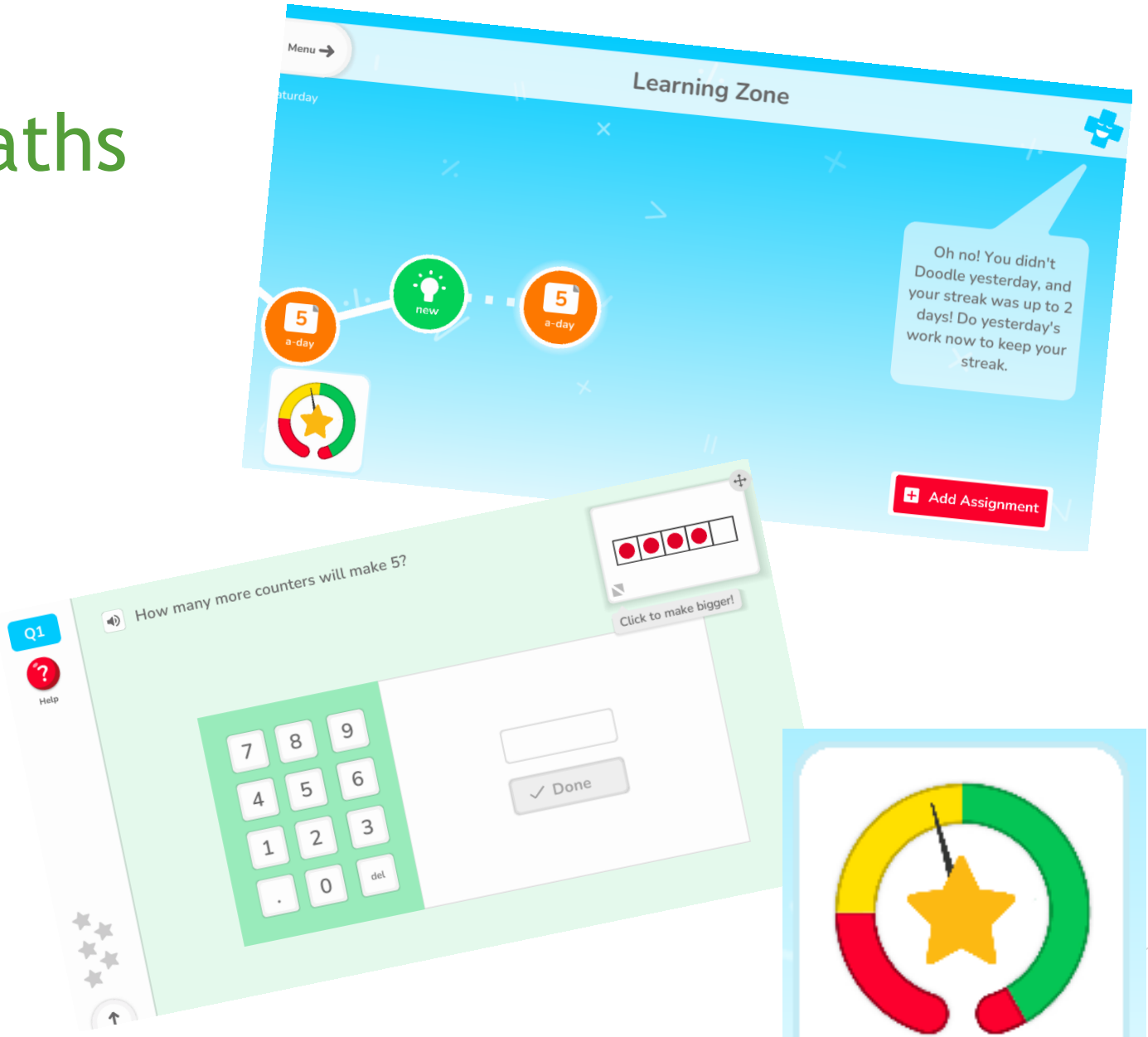

Playing Card Games:
Bonds to 10
You will need: A pack of playing cards but remove the face cards. Ace is 1.
Work as a team to find all the bonds to 10. Lay out all cards face up. How many different ways can they make 10?
Bonds to 20
You will need: A pack of playing cards but remove the face cards. Ace is 1.
Work as a team to find all the bonds to 20. Lay out all cards face up. How many different ways can they make 20?
Pick 3
You will need: A pack of playing cards but remove the face cards. Ace is 1.
Put all of the cards face down in the centre of the table. Each player takes it in turns to turn over 3 cards. If they can make a number sentence using add or subtract, they can keep the cards. If they cannot make a number sentence, they turn the cards back over. The winner is the player who has the most cards at the end of the game.
Closest To
You will need: A pack of playing cards but remove the face cards. Ace is 1.
Choose a target number below 20. Put the cards in a pile. Each player takes two cards and adds them up. Whoever gets the closest to the target number wins.
Choose 2
You will need: A pack of playing cards but remove the face cards. Ace is 1.
Put the playing cards in a pile face down. Each player chooses two cards from the top of the pile. Add the cards together. Whoever has the highest number wins a point.
Go Fish Bonds to 10
You will need: A pack of playing cards but remove the face cards. Ace is 1.
Give each player 7 cards. Put the rest of the cards in a pile face down. If a player has any bonds to 10, they put them down in a separate pile next to them.
Each player takes it in turns to ask another player for cards. For example, "Pavel, have you got any twos?" Pavel then must give all of his twos to the player. If he doesn't have any twos he says, 'Go Fish' and the player takes a card from the pile. If the player makes a number bond to 10, they put it in the separate pile.
The game is over when a player runs out of cards. The winner is the player who gets as many number bonds to ten as possible.
Add or Subtract?
You will need: A pack of playing cards but remove the face cards. Ace is 1.
Put the playing cards in a pile face down. Each player starts with 10 points. Take turns to pick a card. If it is red, they add the number on the card to their total. If it is black, they take one away. The player with the highest number at the end of the game wins.
Turn and Subtract
You will need: A pack of playing cards, remove the face cards. Ace is 1.
Split the pack of playing cards in half. Put them face down. In pairs, after three, take it in turns to turn over the card on the top of the pile. Whoever subtracts them the quickest wins a point. Remember to subtract the smallest number from the largest number.

Doodle Maths



Doodle Maths



Numbots

COMING SOON


THANK YOU