

Maths library
open every
Wednesday
3:00—3:30pm

You can borrow maths games to share with your child at home. Maths games are a great way to apply maths skills as well as practising vital social skills such as turn taking.

Every time your child uses the maths library they will earn a reward stamp (two in the Autumn term!) Rewards will be awarded during our school celebration assemblies (every Friday).

$0 + 10 = 10$
$1 + 9 = 10$
$2 + 8 = 10$
$3 + 7 = 10$
$4 + 6 = 10$
$5 + 5 = 10$
$6 + 4 = 10$
$7 + 3 = 10$
$8 + 2 = 10$
$9 + 1 = 10$
$10 + 0 = 10$

Supporting
maths at
home
(number)

Key Stage One





Numbers everywhere!

Numbers really are all around us, talk to your child about the numbers they can see and ask questions about numbers.

Play games involving number, i.e. guess my number (where one player thinks of a number and the other player has to ask questions about that number such as is it less than 15, does it have two-digits?)

Practise ordering numbers from smallest to largest, i.e. put 32, 15 and 78 in the correct order.

Counting

Help your child to count in:

- 2s
- 5s
- 10s



Remember to practise counting backwards as well as forwards!

Give your child a challenge, for example ask them to choose any number and then count forward in tens from that number, i.e. 15, 25, 35, 45...

If you have any concerns, questions or queries then please speak to your child's class teacher.

Addition and subtraction

Practise rapid recall of number bonds up to 20 (all the ways of making each number up to 20, i.e. 4 (4+0, 1+3, 2+2, 3+1, 0+4). This could be on the way to school, or whilst walking to the shops.

Encourage your child to talk about how they are solving a problem. They are used to using resources to help them at school so encourage them to use everyday objects at home, i.e. pegs or help them to create their own number-line

Key idea— addition can be done in any order (although it is easier if you start with the largest number and count on), subtraction can not be done in any order!