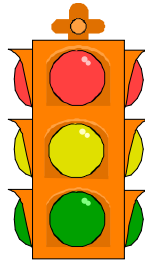


Shape activity

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?

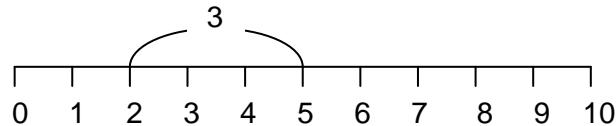


Dice game

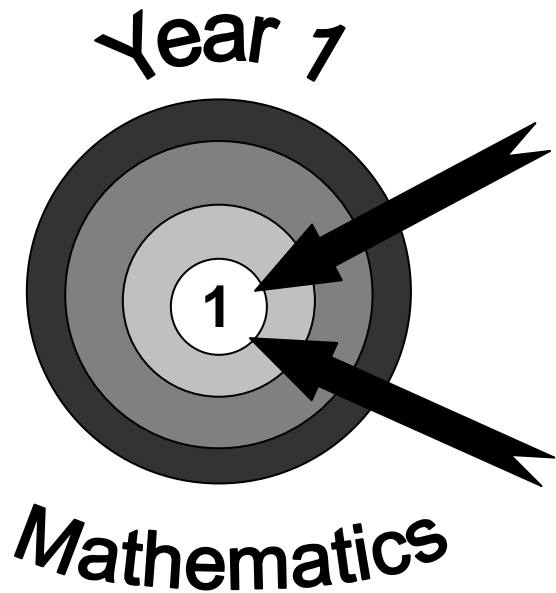
You need a 1–6 dice, paper and pencil.

- ♦ Take turns.
- ♦ 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 draw a number line to help your child to see the difference between the two numbers.



Supporting your child at home



A booklet for parents

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

- ☐ Read and write numerals from 0 to 20, then beyond; use knowledge of place value to position these numbers on a number track and number line
- ☐ Derive and recall all pairs of numbers with a total of 10 and addition facts for totals to at least 5; work out the corresponding subtraction facts.
- ☐ Use the vocabulary related to addition and subtraction and symbols to record addition and subtraction number sentences.
- ☐ Visualise and name common 2-D shapes and 3-D solids and describe their features; use them to make patterns, pictures and models
- ☐ Estimate, measure, weigh and compare objects, choosing and using suitable uniform non-standard or standard units and measuring instruments (e.g a lever balance, metre stick or measuring jug)
- ☐ Answer a question by recording information in lists and tables; present outcomes using practical resources, pictures, block graphs or pictograms.

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!

Secret numbers

0123456789

- ◆ Write the numbers 0 to 20 on a sheet of paper.
- ◆ Ask your child secretly to choose a number on the paper. Then ask him / her 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?He / she 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.