Year 1 Maths Parent Overview –Summer 1 2022

 Pupils will be taught maths in a way that ensures a deep understanding of number through using concrete objects and pictorial
 representations. Pupils develop their reasoning skills by explaining their answers in full sentences and using the correct mathematical language. This approach helps children to reason and solve problems and supports their understanding of abstract methods.

Maths Objective	Ways of supporting this objective										
Grouping objects equally and counting in	• Count in 12s , 5s and 10s by wrote, eg 10, 20 , 30 Ensure children say 30, 40 and not 13, 14										
2s ,5s and 10s	 As they count , hold up 10 fingers to show 10 each time. 										
Adding groups of objects (early multiplication)	How many flowers are there altogether?										
multiplication											
	There are flowers in each bunch.										
	There are bunches.										
	There are flowers altogether.										
	 Groups objects equally. We have a bag of raisins, how can we count quicly? We could group them into 10s or 5s or 2s and then count the groups. 										
	• Fingers and toes are great for counting in 5s and 10s and pairs of socks are great for counting in 2s How many fingers altogether?										
	There are 3 groups of 5 which makes 15										
Multiplication -Making arrays	The children make arrays by making equal groups and arranging them in columns and rows. This skill										
	is carried through to Y2 multiplication and division.										
	 For example: Build an array with counters to represent the apples. 										
	Complete the sentences.										
	There are apples in each row.										
	There are rows.										
	+ = (
	There are apples altogether.										
	• And										
	Array Description - columns Description - rows Totals										
	5 columns 2 rows 2+2+2+2=10										
	2 cookies in each column 5 cookies in each row 5+5=10										

Division- Sharing numbers of objects equally	 Play with buttons, dried past etcsharing a given number between 2 people, 5 people or 10 people. They have to make the groups the same/ equal so that it is fair. 								
	There are 10 cakes and 2 boxes.								
	An equal amount needs to be put into each box.								
Identify and represent numbers to 100 using objects and pictorial representations including the 100 square, and use the language of: equal to, more than, less than, most, least.	 Count by wrote 0-100. What happens to the sounds of some of the numbers after10? Can you hear the word teen? What do all the numbers from 20-29 have in common, what do all the numbers from 30-39 begin with? Can you hear any patterns? Look at the numbers on 100 square - Can you spot any patterns? Use the hundred square to: Count forwards from 80 to 92 Count backwards from 73 to 65 Write down the numbers between 75 and 81 Find what number comes between 46 and 48 Represent nos to 100 using other resources/ manipulatives eg 26 raisins grouped into a ten and 6 ones on their own or 25 clothes pegs in a group of 2 tens and 5 on their own. Group the numbers into tens eg How many straws are there? Bundle the straws into tens to make them easier to count. 								
Comparing numbers 0-100	 Try some of these activities using the language "more than" and "less than" and the symbols < > 								
	 On the hundred square, find a number: Less than 69 Greater than 79 Greater than 69 but less than 79 								

Complete the missing numbers.		37								
		46	47							
	55		57							
	65									
Use the number cards to make 2 digit r										
Now write down one more and one less than the numbers you										
have made.										
Use equipment if needed. 7	5	9		6						

Please see additional documents for further support on Multiplication, division and money.

Remember to make maths fun. If your child gives you an answer that is incorrect, this is fine. Ask them to explain their answer with objects and very often, they can see their own mistake. If they don't, we say that this is a "juicy mistake" and we can "squeeze out" lots of learning by working through it together with objects and drawings.

There are many maths games on the computer- Just google "Free interactive maths games year 1".

We also recommend nrich.maths.org –Look for problem solving for EYFS or Stage 1. The problems do not have to always relate to our current learning, any problems will help to develop their problem solving and reasoning skills.

As always, please do not hesitate to let us know if there are any problems or if we can help in any way.

Thank you for your continued support. Rebecca Olive and Fleur McPherson