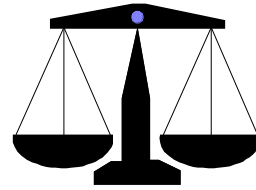


### How heavy?

You will need some kitchen scales that can weigh things in kilograms.



- ◆ Ask your child to find something that weighs close to 1 kilogram.
- ◆ Can he / she find something that weighs exactly 1 kilogram?
- ◆ Find some things that weigh about half a kilogram.

### Out and about

- ◆ During a week, look outside for 'thirties' numbers, such as 34 or 38, on house doors, number plates, bus stops, etc. How many can you spot? What is the biggest one you can find?

31 39 36 35 33

- ◆ Next week, look for 'fifties' numbers, or 'sixties'...

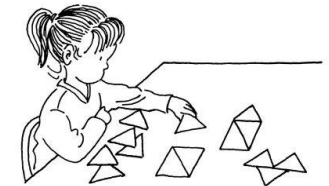
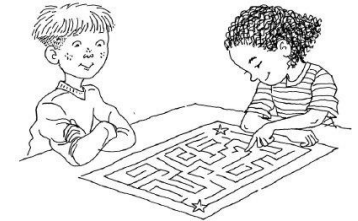
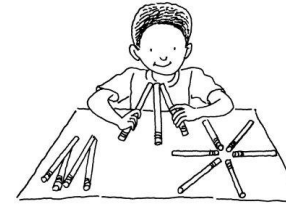
### How much?

- ◆ Once a week, tip out the small change from a purse. Count it up with your child.



# Broomlands Primary School

## Helping with Maths



**A Booklet for Parents**  
**First Level**  
**(3)**

## First Level (3)

### Children will be able to :

- Count to at least 50, and read and write numbers to 50.
- Given any six numbers up to 50, put them in order.
- Count forwards and backwards in ones or tens from any two-digit number, e.g. *twenty-six, thirty-six, forty-six...*
- Recognise odd and even numbers.
- Mentally add and subtract numbers under 20.
- Know pairs of 'tens' numbers that make 100, e.g.  $30 + 70$ .
- Double and halve small numbers, e.g. double 9 is 18, and half of 18 is 9.
- Know by heart the 2 and 10 times tables.
- Find the total value of a handful of coins to £1.
- Measure using metres, centimetres, kilograms.
- Place sets in order of weight or length.
- Tell the time to the half hour for both analogue and digital clocks.
- Name and describe common 2-D and 3-D shapes.
- Solve simple number problems, and explain how to work them out.

### About the activities

These activities show some of the things your child should be able to do as they progress through first level..

An activity may be harder than it seems, e.g. a child who can count up to 100 may still have trouble saying which number comes after 47 or which number comes before 50.

### Fun activities to do at home

#### Number facts

You need a 1–6 dice.

- ◆ Take turns. Roll the dice. See how quickly you can say the number to add to the number on the dice to make 10, e.g.



and

**6**

- ◆ If you are right, you score a point.
- ◆ The first to get 10 points wins.

You can extend this activity by making the two numbers add up to 20, or 50.