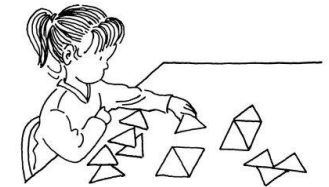
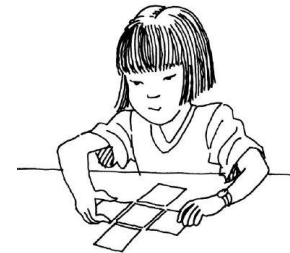


Broomlands Primary School

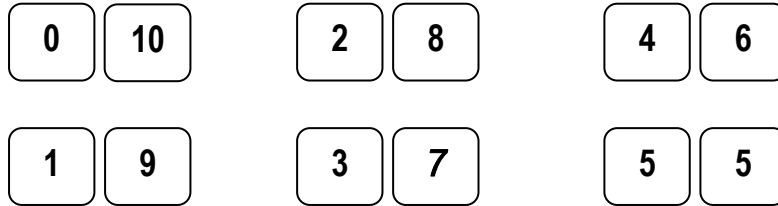
Helping with Maths



Speedy pairs to 10

Make a set of 12 cards showing the numbers 0 to 10, but with two 5s.
If you wish, you could use playing cards.

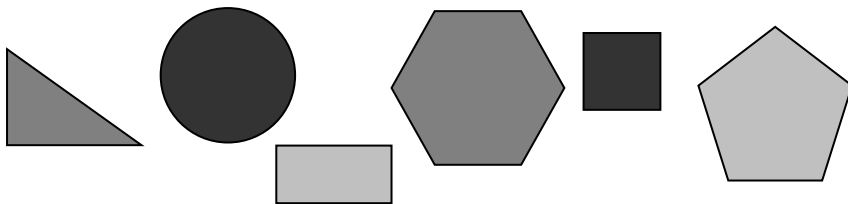
- ◆ Shuffle the cards and give them to your child.
- ◆ Time how long it takes to find all the pairs to 10.



Repeat later in the week. See if your child can beat his / her time.

Guess my shape

- ◆ Think of a 2-D shape (triangle, circle, rectangle, square, pentagon or hexagon). Ask your child to ask questions to try and guess what it is.
- ◆ You can only answer *Yes* or *No*. For example, your child could ask: *Does it have 3 sides?* or: *Are its sides straight?*
- ◆ See if he can guess your shape using fewer than five questions.
- ◆ Now ask them to choose a shape so you can ask questions.



A Booklet for Parents
First Level
(4)

First Level (4)

Children will learn to :

- Count to at least 100, read and write numbers to 100.
- Given any six numbers up to 100, put them in order.
- Add 2 digit numbers
- Know by heart the 2, 5 and 10 times tables.
- Find the total value of a handful of coins to £1.
- Find change from £1.
- Double and halve 2-digit numbers.
- Measure using centimetres or half metres.
- Use a ruler to draw and measure lines to the nearest centimetre.
- Find shape that will tile.
- Identify a right angle
- Tell the time to the half and quarter hour.
- Name and describe common 2-D and 3-D shapes.
- Sequence the months of the year.

About the activities

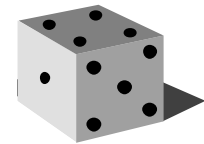
These targets show some of the things your child should be able to do as they progress through first level.

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

Car numbers

- ◆ Each person chooses a target number, e.g. 15.
- ◆ How many car numbers can you spot with 3 digits adding up to your target number, e.g. K456 XWL.
- ◆ So $4 + 5 + 6 = 15$, bingo!



Bean subtraction

For this game you need a dice and some dried beans or buttons.

- ◆ Start with a pile of beans in the middle. Count them.
- ◆ Throw a dice. Say how many beans will be left if you subtract that number.
- ◆ Then take the beans away and check if you were right!
- ◆ Keep playing.
- ◆ The person to take the last bean wins!