MATHS

Mental Maths Skill:

I Can Do This	Skill	I Am Working On This
	I can find one more or one less than a number from 1 to 10 (R)	
	I can total two groups of objects (R)	
	I know all the pairs of numbers that make 10 (Y1) E.g. 3+7 = 10, □ + ? = 10	
	I can work out the total of any pair of numbers using the digits to 5 (Y1) E.g. 2+3, 1+2, 4+3	
	I can work out the subtraction facts for totals to 5 (Y1) E.g. 5—2, 4-3,	
	I know double all the numbers to 10 (Y1) E.g. 8+8	
	I know my odd and even numbers to 20 (Y1)	
	I can count on or back in one's, two's, five's and tens and use this knowledge to begin to do my x tables (Y1) E.g. 4 lots of 5 is, 6 lots of 2 is...	

Stottesdon C.Of E. Primary School

Name:

Class: Teme

Welcome to the Mental Maths Challenge

For your child to progress confidently in their Maths there are certain vital mental maths skills that they need to have at their fingertips.

We work on these key areas throughout the school day, but it is important that they get as much practice as possible.

So, in response to parents asking how they can help, we have put together this pack of ideas and tools, which children can use both independently and alongside you at home. We have chosen activities which can fit into busy home routines.

We have listed each of the skills with some ideas of games and activities that children can do (including some that are Internet based) - feel free to adapt them or come up with your own variations! The children will be familiar with the activities, as we use them on a regular basis in class.

On the back page you will find a check list that you can tick off with your child as they achieve a particular skill. We are looking forward to celebrating their successes during 'in-class sharing time' and through our weekly Achievers Awards.

Have Fun!

'Add up to 10' playing-card game

The idea is to get as far through your pack as possible.

Start laying out your cards face up in rows of no more than 3

Every time you have two cards that add up to 10, you can cover them with two more

If you get a 10 you can cover it straight over and if you get all three royal cards you can cover all three with new cards.

The game finishes when you have got a grid of nine (3 rows of 3) with no more pairs showing that add up to 10.

Count your remaining cards and try to get less left next time!

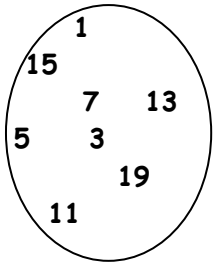
Number Gym

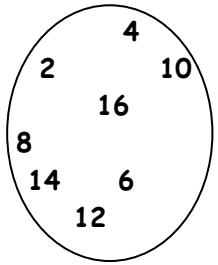
Here are the logon details for the Number Gym website:

Go to: **www.numbergym.co.uk**
User name: **stottesdon**
Pass word: **stotty2010**

I know my odd and even numbers to 20 (Yr 1)

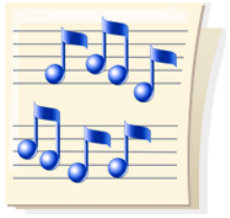
Sort 1-20 digit cards into groups of odd and even. Fire numbers between 1-20 and the children tell you if they are odd or even. Encourage children to remember that an even number of objects can be grouped into two equal sets and is in the 2x table.





I can count on or back in ones, twos, fives and tens and use this knowledge to begin to do my times tables e.g. 4 lots of 5 are ..., 6 lots of 2 are ... (Yr 1)

Counting rhymes such as 10 in the bed; 10 green bottles; 10 currant buns; 10 little ducks; 1,2,3,4,5 once I caught a fish alive; this old man... Give children sets of 2p, 5p or 10p coins and get them to keep count of the value as they go up or down. As children feel more confident, count on and back in 2s, 5s or 10s alongside them.



Also: 'NumberGym : Bond Builder : Table Trainer 'or 'The Number Gym: Number Facts : Timestable Challenge' (See Inside Back Cover for logon details).

I can find one more or one less than a number from 1 - 10 (R/Yr 1)

Encourage children to count a different number of objects in a variety of settings e.g. pick up and count twigs or leaves on a walk, count dried pasta shapes, spoons or table mats. Spot a number on a registration plate, then prompt them to say 1 more and 1 less than that number.

I can total two groups of objects (R)

Count both sides of a domino and add them together. Roll two dice and add the amounts. Play a variety of board games.

Group two sets of toys, socks, clothes pegs, food and add together (the possibilities are endless!!)

Also: 'NumberGym : Bond Builder : Dot Spotter' (See Inside Back Cover for logon details).

I know all the pairs of numbers that make 10 e.g. 3 + 7 = 10, □+ ? = 10 (Yr 1)

Put digit cards face down, then pick one up at a time - say the number, then work out what you need to add to it to equal 10 e.g. pick up a 6, then say 'add 4 to make it equal to 10'. Roll a 1-9 dice, say the number that comes up and what number you need to add to it to make 10. Count 10 objects - take a handful away - count what remains and work out how many you first took. 'Add up to 10' card game as practised in class *(see Inside Back Cover for a reminder).*

Also: Number Gym: Bonds to 10 - choose B4 (see Inside Back Cover for logon).

I can work out the total of any pair of numbers using the digits to 5 e.g. 2+3, 1+2, 4+3 (Yr 1)

In the car, fire out simple sums that only use numbers 0-5 e.g. What is 1 add 2? What is 3 plus 1? What is 5 and 0? Children should be encouraged to put the bigger number from the sum in their head and add on the remaining number (counting on fingers if necessary).

Also: Number Gym : Bonds to 10 - choose B4; Number Gym : Early Maths : User Defined Spinners or The Great Turtle Race or Spinner Games or Dot Spotter (see Inside Back Cover for logon).

I can work out the subtraction facts for totals to 5 e.g. 5-2, 4-3 (Yr 1)

Children find 5 objects around the garden or in the home - they make up their own subtraction sums using these objects and work out the answer (no sum will feature any number greater than 5) e.g. 5-3=?, 4-2=?

Also: Number Gym : Bonds to 10 - choose B3; Number Gym ; Early Maths : User Defined Spinners or The Great Turtle Race or Spinner Games (see Inside Back Cover for logon).




I know double all the numbers to 10 e.g. 8+8, 6+6 (Yr 1)

Roll a die or pick a digit card and double the number using fingers and/or objects to help - children can also put the number in their heads and count on the same amount again.