Year 1 Maths for Home Learning week beginning 29th June 2020

Daily Lessons
All year groups are to participate in the White Rose daily maths lesson by visiting https://whiterosemaths.com/homelearning/ selecting the correct age group on the right hand side and selecting Summer Term Week 9 (22nd June). In lesson 3 it asks the children to use base 10 to make a number, see the description at the bottom of Friday's Key skills for an idea of what you can use instead of base 10.

Additional Activities in Support of the White Rose Lessons for this week (if required/desired)
Children can choose to play any of the 'Place Value, Odd and Even' games on the Top Marks Maths website.
https://www.topmarks.co.uk/maths-games/5-7-years/place-value-odd-and-even
Also the Key Skills games from last week would help to reinforce this week's learning.

Further learning:
https://nrich.maths.org/204
https://nrich.maths.org/7190
https://nrich.maths.org/10480
https://nrich.maths.org/6290
https://www.educationquizzes.com/ks1/maths/year-2-numbers-place-value-and-partitioning/

Key Skills – these are to keep the children ticking over (if you have time)	
Mon - Thurs	Time to repeat the Number Writing Challenges again. You might still remember your scores from the last time we did this, if you do remember them you can try to beat 'Last Term You'. If you don't remember your scores from last time then you can start fresh and try to beat your score through the week. Choose as many or as few of these challenges as you like. Repeating them to give the children a chance to beat their previous score would be great but this is not essential. 1. Choose a time limit, perhaps 1 or 2 minutes. Children need to write as many numbers as they can, in order, in the time limit. You can repeat this challenge every day and see if they can beat their previous score. 2. If you spot a number that they are consistently forming incorrectly or writing backwards choose this number for their next challenge. They need to write as many of that number as they can in the time limit, any numbers that are the wrong way round or formed incorrectly do not count towards their final total. Again you can repeat so they can try to beat their previous score. 3. Instead of writing all the numbers in order, children can write the numbers counting in 2s or 5s or 10s. See how far they can get in the time limit and see if they can bear their score. They may want to look at a 100 square to support them with this so they could have the splat square page open to help. 4. Invent your own version of the game. If you think of a great idea you think others will like you can share it on Flipgrid or email it to Year1@appledore-primary.devon.sch.uk
Fri	Finish up Friday! Some of you may have this one to complete: http://www.snappymaths.com/addsub/addsub1d/resources/newlook/addsub1dm10mmm.pdf This uses the skills learnt over the last two weeks but combines them in one sheet. Make sure children notice the symbols so they know whether to add or subtract. Some of you may be ready to start this one: http://www.snappymaths.com/counting/ordering/inequalities/resources/inequalitiesmmmab.pdf

	This one should be fairly quick and easy as they just have to compare the numbers using <, > or =. If they are up for a challenge they can find the difference between some of the pairs of numbers (they will find this a lot harder so don't need to find the difference between all the pairs of numbers). So for instance the first pair of numbers 61 and 11 the difference is 50. They will need to use a variety of strategies, such as taking away 61 – 11, some might be easier to count from the smallest number to the biggest number, or they may prefer to use a 100 square to count how many numbers are in between. Some of you may be ready to start a new one: http://www.snappymaths.com/counting/placevalue/resources/part2dmmmab.pdf This follows on from the White Rose learning this week. Children will need to partition the numbers into tens and ones and record it as a number sentence. So for instance 17 = 10 + 7. They should be able to do this by looking at the numbers but if they need a visual reminder we would normally use base 10. They would make the number 17 with one 'stick' and 7 'cubes'. They could draw this instead of using base 10 so they would draw 1 line and 7 dots. Alternatively if you have enough Lego you could build 9 towers with 10 blocks in each tower and then have 9 individual blocks, enabling you to make all the numbers up to 99. Ideally the blocks would all need to be the same size. You could also use drinking straws or something similar and make 9 bundles of 10 straws and have 9 individual straws.