

# Year 1 – Spring 1 - Maths Skills – Get out of my Swamp!

## Number and Place Value (2 weeks)

- count to forty, forwards and backwards, beginning with 0 or 1, or from any given number
- count, read and write numbers from 1 to 40 in numerals and words
- identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least
- given a number, identify one more and one less
- recognise the place value of each digit in a two-digit number (tens, ones) (Y2)

## Addition and Subtraction (2 weeks)

- represent and use number bonds and related subtraction facts within 20
- add and subtract one-digit and two-digit numbers to 20, including zero
- read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs
- solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as  $7 = \square - 9$

## Measurement (1 week)

- tell the time to the hour and half past the hour and draw the hands on a clock face to show these times
- recognise and use language relating to dates, including days of the week, weeks, months and years
- compare, describe and solve practical problems for time [for example, quicker, slower, earlier, later] and measure and begin to record time (hours, minutes, seconds)
- sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening].

## Mental Maths (throughout year)

- count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens
- given a number, identify one more and one less
- read and write numbers from 1 to 20 in numerals and words.
- represent and use number bonds and related subtraction facts within 20
- add and subtract one-digit and two-digit numbers to 20, including zero

# Maths TOPIC Ideas – Year 1 (FRIDAY)

## 'Get out of my Swamp!'



### Number Challenges

Counting sticks – 2, 4, 6, 8, 10 (what are the next 3 numbers in this sequence?) Repeat for counting in groups of 5 or 10.

Practise writing number 1-20 by counting objects in a swamp e.g. numbers of trees, swamps, bushes, tents etc.

Create a swamp in a role play area – hide items and challenge the children to find 4 'like objects – sticks or 7 'stones' within the murky mess. Match objects to number.

### Calculation Challenges

Reinforce arrays by using swamp diagrams and models such  $4 \times 5$  or  $2 \times 6$  etc.

Reinforce understanding of + and – and = symbols e.g.  $5 + ? = 9 - 1$  etc.

Present the children with a map of a swamp and explain that everything will be doubling in size – challenge the children to double e.g. double the 6 trees, double the 4 hedges etc.

### Movement and Position Challenges

Create a whole class treasure map around a swamp location - reinforce vocabulary such as quarter, half and three quarter turns (in order to navigate trees or obstacles etc.)

### Measurement Challenges

A giant is 5 metres tall. How many cm is this? 8m? 2 and  $\frac{1}{2}$  m etc.

Draw 5 different height giants on the board – encourage the children to order from biggest to smallest.

Draw 3 ginger bread men – small, bigger, and biggest!

### Fraction Challenges

A swamp has 12 trees.  $\frac{1}{4}$  of the trees are cut down, how many trees are left?

Draw a circular swamp and challenging the children to cover (colour)  $\frac{1}{4}$  green or  $\frac{1}{2}$  black.

Tea for Two. Draw favourite foods for a tea time treat with a Giant – encourage the children to make sure that there are two equal parts.

### Data Challenges

What's the Time Mr Wolf? Revisit this famous rhyme and look at o'clock times. Can the children make the clock say half past one? Half past five?

### Shape Challenges

Give the children a 3D shape (cube, cuboid, pyramid or sphere) and challenge the children to create a den using this shape as the starting point for the design.