

Supporting maths at home

Our simple maths guides are designed to help you as parents and carers to understand what your child needs to know by the end of Year 1.

It is important that your child has a concrete understanding of these core skills by the end of their year group as this will ensure that they are in line with national expectations. Practicing maths at home can help to improve your child's confidence and mathematical fluency as well as consolidating the learning within the classroom.

The links below have been put together to give you some idea about how to help you support your child on their mathematical learning journey at home. If you have any questions or are looking for advice, please arrange to see your child's class teacher.

Thank you!

Counting to 100: <https://www.khanacademy.org/math/early-math/cc-early-math-counting-topic>
<https://www.topmarks.co.uk/learning-to-count/blast-off>

Addition and subtraction within 100 -skip counting in 5s and 10s: [Addition and subtraction within 100 | Early math](https://www.oxfordowl.co.uk/api/interactives/24456.html)
<https://www.oxfordowl.co.uk/api/interactives/24456.html>

Number bonds to 10 and 20 fluency game: https://www.mathplayground.com/number_bonds_20.html

2D and 3D shapes: <https://www.bbc.co.uk/bitesize/topics/zjv39j6>

What does my child need to know by the end of year one?



To count, read and write numbers up to 100



To identify one more or one less than any number up to 100



To count in 2s, 5s and 10s



To know all number bonds to 20



To know doubles and halves up to 20



To use knowledge of addition and subtraction to solve missing number problems



To find half of an object, shape or quantity



To tell the time to the hour and half past the hour



To recognise and name common 2D shapes



To recognise and name common 3D shapes

A Glossary of terms

Array

An arrangement of counters or numbers, in columns and rows, used to represent multiplication and division

Decreasing Becoming smaller in value. Used in relation to number sequences.

Commutative

A property of addition and multiplication. It does not matter in which order the addends or factors are added or multiplied; the result will be the same.

Digit

One of the ten Arabic numerals 0 to 9, from which we compose numbers.

Divide

To share or group into equal parts.

Estimate

An appropriately accurate guess, depending on the context and numbers involved

Even number

A number with a 0, 2, 4, 6 or 8 in the ones and therefore exactly divisible by two.

Fraction

A part of a whole number, quantity or shape

Increasing

Becoming greater in value. Used in relation to number sequences.

Kilogram

A standard unit of mass, equal to 1000 grams.

Multiple

The result of multiplying a number by an integer, for example, 12 is a multiple of 3 and 4 because $3 \times 4 = 12$.

Multiplication

One of the four mathematical operations. Multiplication can be understood as repeated addition or scaling

Odd number

An integer which is not divisible by two without a remainder.

Partition

To split a number into two or more parts.

Place value

A system for writing numbers, in which the value of a digit is defined by its position within the number.

Position

Location, expressed either descriptively using positional prepositions, or specified by coordinates.

Quantity

An amount, in some cases given a numerical value.

Repeated addition

A structure of multiplication where equal parts are added to make a whole.