## Amadeus

## Home Learning Ideas

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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.
Identify and represent numbers using objects and pictorial representations inc the number line, and use the language of: equal to, more than, less than (fewer), most, least.

Read and write numbers from 1 to 20 in numerals and words.

Mathematics Stage 1*

| Count together on <br> car journey etc. | Read numbers on <br> digit cards (to <br> buy) / paper. | Count sets of <br> objects (Lego, <br> pasta etc.) |
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| $\underline{\text { Odd and even }}$ | Counting by <br> Oral questioning, with or without | $\underline{\text { Duck shoot }}$ |
| objects / written numbers. | Write missing nos. <br> in sequences. |  |
|  | $\underline{\underline{\text { Helicopter }}}$ |  |
| Post the letter | Caterpillar <br> ordering | $\underline{\text { Teddy numbers }}$ |

Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.

|  | Represent and use number bonds and related subtraction facts within 20. |
| :---: | :---: |
|  | Add and subtract one-digit and two-digit numbers to 20, including zero. |
|  | Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7=\square$ - 9 . |

Write / paint / chalk outside etc. own number sentences.

Oral Questions (digit cards: no. bonds to $5,10 \& 20$.

Add / subtract numbers on dice or spinners.

Calc. methods videos

## What is a number

 line?ICT Games

Model problems with objects (Lego, pasta etc.)

Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial reps and arrays with the support of the teacher.

Set out objects in lines to count in $2 \mathrm{~s}, 5 \mathrm{~s}, 10 \mathrm{~s}$ etc.

Recognise, find and name a half as one of two equal parts of an object,
shape or quantity.
Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

## Coconut multiples

| $\begin{aligned} & \cong \\ & \vdots \\ & \tilde{\mathbb{N}} \\ & \sum \end{aligned}$ | Compare, describe \& solve pract probs for: lengths/heights (short/tall, half/ double ); mass/weight (heavier/lighter); cap/vol (full/empty, more/less); time (quicker/slower/later) | Order several household or natural objects or containers by height, length, weight, capacity etc. |  | Make up some fun challenges, eg races, involving use of time vocab: quicker, slower. Time how many seconds to run around garden or up \& down stairs. |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | Measure and begin to record the following: lengths/heights; mass/weight; capacity/volume; time (hours, minutes, seconds). | Record the above using metric units <br> (eg, cm, m, g, kg, ml, I). |  |  |  |
|  | Recognise and know the value of different denominations of coins and notes. | Children use money when shopping. For real or roleplay. |  | Online money games |  |
|  | Sequence events in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening. | Plan and discuss a weekend's events using the listed vocabulary. |  | Write or draw a short story with children using the listed vocabulary. |  |
|  | Recognise and use language relating to dates, including days of the week, weeks, months and years. | Talk to children about what they do on certain days of the week, when family birthdays are etc. Use calendar. |  |  |  |
|  | Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. | Put a clock in child's bedroom and discuss regularly. |  | Telling the time |  |
|  | Recognise and name common 2-D shapes (e.g. rectangles, circles and triangles) and 3-D shapes (e.g. cuboids (including cubes), pyramids and spheres). | Look for and name shapes around the home. |  | Online shape games |  |
|  | Describe position, directions and movements, including whole, half, quarter and three-quarter turns. | BBC video for Discussion starter. | Take turns at giving instructions to guide someone through a course. |  | Turning man |

*Stages relate to year group expectations, however, it will be appropriate for some children to be working at stages higher or lower than their year group.
Please note, some online activities will require a browser supporting Flash content.

