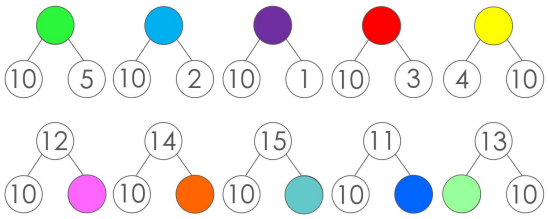
Year 1 Number Knowledge – Summer 2

Each week, we would like you to choose one of the following activities to complete at home to help your child with their understanding of number.

Find the missing part or the missing whole



SUPPORT: replace the numbers with objects. If the whole is missing, replace the parts with objects. If a part is missing, replace the whole with objects and model splitting the whole into the two parts.

Start by helping your child understand 'teen' numbers by using the following stem sentence:
10 and ___ makes ___; ___ is made of ___ and ___
E.g. 10 and 3 makes 13; 13 is made of 10 and 2

Once they are confident, try the following:

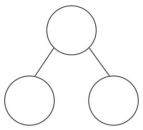
True or false?

10 + 3 = 13	7 + 10 = 17
10 + 4 > 19	10 + 2 > 12
10 + 1 < 18	5 + 10 > 10

Complete the equations

7 – 3 = ☐	7 – 7 = ☐
7 – 4 = ☐	7 – 1 = ☐
7 – 6 = ☐	7 – 5 = ☐
7 – 2 = ☐	7 – 0 = ☐

CHALLENGE: put each of these calculations into part-whole models.



This challenge will help your child to deepen their understanding of number bonds to 5. Practice with you child before completing the following activity.

1 and ____ makes 5	*2 and ____ makes 5*
3 and ____ makes 5	*4 and ____ makes 5*

Practice activity:
Fill in the missing numbers

3 + ☐ = 5	4 + ☐ = 5
5 – 2 = ☐	5 – 1 = ☐
2 + ☐ = 5	1 + ☐ = 5
5 – 3 = ☐	5 – 4 = ☐

True or false?

5 + 3 = 7	8 = 3 + 5
5 + 3 = 8	8 + 3 = 5
9 = 4 + 5	7 = 5 + 3
5 + 4 = 9	7 = 5 + 2
5 + 5 = 9	7 + 5 = 2

Game to try!

Make 10!
(bonds of 10)

This game can be played as an activity for 1 child or as a game between 2 players.

- Write the numbers 0–10 onto cards and place all the cards face down on the table in a random arrangement.
- Pick up 2 cards and see if they make 10. If they do, keep the ipar of cards. If they do not, place the cards face down again and try a different pair of cards. If there are 2 players, the children should take turns picking up the cards.
- In a 2-player game, the winner is the player who collects the most pairs to 10.