

Yr 1 Numeracy Week Commencing 11th May 2020

The maths for this week the focus is addition and subtraction

As always the best way for children to understand these concepts is to provide them with lots of practical examples and problems that involve adding groups of objects/numbers together.

Use objects from around the house or garden to model the questions and make it more interesting.

Lesson 1: Add by making 10

Here the idea is that knowing which numbers go together to make 10 you can help you with other additions.

Ten frames are a really useful visual tool for children to use to help them see the links. (see the worksheet for examples)

The additions can be done by making 10 and then adding the remainder of the number.

The part whole model also help show how splitting numbers into parts can help with additions,

e.g $6+7 =$ split the 7 ($4+3$) $6+4=10$ then add the remaining 3

Lesson 2/3: subtraction crossing 10

Here the children will be subtracting and crossing 10

e.g $15-6$.

It would be really useful to do some counting backwards before you begin this with your children.

Using objects, 10 frames and number lines will help support their learning.

If you practise a few subtraction resulting in 10 first then move on to crossing 10 this may help support your child to understand they can get to 10 then subtract the rest of the number.

e.g $15-6$ $15-5=10$ then -1 more.

Give the children lots of practical examples and lots of practice with the number line.

Once they have mastered the concept they will be ready to tackle the problems in lesson 3. Children may need support to understand what the problem is actually asking so lots of modelling and use of objects will be really helpful to them

.

Lesson 4: Comparing number sentences

In this lesson children have to complete the number sentences and then compare them with one another.

In question 4 they have to understand that each side has to be equal to the other.

There are a combinations of addition and subtractions. If they care finding it hard to work the answers out then give them objects to represent the numbers.