

Place value

- Number aerobics! - jump up high for number of tens and star jumps for number of units.
- Highest/lowest number card game—pick two cards each from face down set of 0-9 cards. Who can make the highest/lowest number?
- Tens & Units Bingo!
- Shop games—use real money (10ps and 1ps) to make values to pay for items. Increase or decrease prices by 10p—recognise the units stay the same.
- Use real money to partition (split) numbers into tens and ones e.g 36p is shown as 30p and 6p (use the Tens & Units frame provided)
- Counting up and down in 10s including starting with any number e.g. 6, 16, 26 ..or 83, 73, 63 ... (100 square is great for this).
- Group large numbers of objects into groups of 10. Count up in tens and leftover ones to find out how many. (boxes of straws are good for this).
- Use money in real life situations, at the shops for lower priced

Useful Websites

www.iboard.co.uk
www.familylearning.org.uk
www.topmarks.co.uk
www.crickweb.co.uk
www.coxhoedurham.sch.uk
www.ictgames.com

www.ixl.com
www.kenttrustweb.org.uk
www.maths-games.org
www.learnanytime.co.uk
www.bbc.learningzone.co.uk
www.sparklebox.co.uk
Espresso

Maths at home



This booklet explains some of the key areas of the National Curriculum for Maths and the expectation for each year group. There are examples of how you can support your child at home and some useful websites.

☺ Mrs Bruce Numeracy Coordinator

Place Value

Expectations by the end of each year

Year 1

- work with numbers to 100 and describe the pattern in the 100 square
- say 1 and 10 more or less than a number to 100
read and write 1-20 in digits and words

Year 2

- Recognise P.V. of each digit in a 2 digit number
- Compare and order numbers 0-100 and use $<$ and $>$
- Read and write numbers to at least 100 in figures and words
- Use P.V. and number facts to solve problems

End of Year 3 Expectations

- Find 10 or 100 more or less than a given number
- Recognise P.V. of each digit in a 3 digit number
- Compare and order numbers to 1000
- Read and write numbers to at least 1000 in digits and words
- Use P.V. and number facts to solve problems

End of Year 4 Expectations

- Find 1000 more or less than a given number
- Recognise P.V. of each digit in a 4 digit number
- Compare and order numbers beyond 1000
- Round any number to the nearest 10, 100, 1000
- Use P.V. and number facts to solve problems
- Understand how the number system has changed from Roman Numerals to now, including the concept of 0 and P.V.

End of Year 5 Expectations

- Read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit
- Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10,000, 100,000
- Use P.V. and number facts to solve problems

End of Year 6 Expectations

- Read, write, order and compare numbers to at least 10,000,000 and determine the value of each digit
- Round any whole number with accuracy
- Solve number problems and practical problems that involve P.V.

Here are some examples of ways you can help at home:

Comparing and ordering

- Make number line with theme of interest to child. Ask questions e.g. "Which numbers come between 5 and 9?" "Tell me a number larger than 11?" Use varied language (see front of booklet).
- Make number cards with theme of interest to child. Use to order from smallest to largest, largest to smallest. Layout horizontally and vertically at different times.
- Show a number line with some numbers missing—ask your child to fill them in.
- Make a blank number line/ladder/square, turn over number cards and decide where the number would go and write it on.
- Set up shop with items priced. Put in order of cheapest to most expensive and vice versa. Ask child to sort items into price range groups e.g. 4p-9p, 10p-15p, 16-20p, 21-25p. Ask "If you had 20p which group can you buy from? Why?"
- Compare two numbers—"Which is more/less?" "How do you know?"
- Secret number game—ask questions to discover your partners number. Use comparing vocabulary e.g. "Is it less than 8?", "Does it have two-digits?". Have a number line in front of you both to help.

Reading and writing

- Tracing over numbers, drawing on ground with chalk, painting/drawing, bath crayons, making numerals with playdough/lego/building blocks/sweets, baking with number shapes.
- Use numbers around you—phone numbers, bus, house, football scores.
- Use a feely bag with numbers in, guess and say then write
- Make games—fishing, hide & seek, matching pairs, make football teams/shirts with number on back.
- **Always say the numbers when writing and talk about numbers having straight lines and/or curves.**