



YEAR 1 MENTAL MATHS SUGGESTIONS



- Count up and back within a 100.
- Count on and back in 10s, starting from 0 then starting at another multiple of 10, before starting from another number e.g. 5, 83.
- Finding 10 more and 10 less.
- Finding 1 more and 1 less.
- Number games: e.g. I am the number between 26 and 28. What number am I?
- Place value in a two-digit number: e.g. 34 - how many tens are there? (3) and how many units? (4)...
- Order numbers from the smallest to largest and largest to the smallest... How do you know? (ask your daughter to talk about the tens and units)? Questions to assess understanding e.g. say all the numbers that have 3 tens.
- Number facts to 6, 7, 8, 9, 10 and 20
e.g. $4 + 2 = 6$, $1 + 5 = 6$, $3 + 3 = 6$
 $2 + 5 = 7$, $3 + 4 = 7$, $1 + 6 = 7$ etc.
- Use these to make subtraction facts e.g. $2 + 6 = 8$, $8 - 6 = 2$
- Adding three single-digit numbers.
- Doubling 1, 2, 3, 4, 5, 6, 7, 8, 9, 10. We will begin to introduce 11, 12, 13, 14. Can they use the double to work out what half 6 is?
- Using a double to solve a number sentence such as $3 + 4 =$
e.g. $3 + 3 = 6$ so 1 more makes 7
- Begin to introduce halving and finding half of a shape/number of objects.
- Begin to identify odd and even numbers in two-digit numbers.
- Addition and subtraction... $+ 2$, $+ 3$, $+ 4$, $+ 5$...
- Problem solving e.g. how many different ways can we make 10p/20p?
There were 10 sausages. Mrs A ate 2 so Miss Cogdell bought 5 more. How many were there altogether?
- Money and shopping games: making a given value, finding the fewest coins needed to make a value (e.g. 15p, 22p, 50p etc.), adding coins together, adding multiples of 10p e.g. $20p + 30p =$, beginning to find change from 10p and 20p.
- Finding the line of symmetry in shapes and patterns.
- Revising the names and properties of 2D and 3D shapes. What everyday objects can they find that are the same shape as a:
cube/cuboid/cylinder/cone/pyramid/prism?
- Sorting activities e.g. sorting odd and even numbers, objects from smallest to largest, shapes etc.
- Time - telling the time: o'clock, half past, quarter past and to - as well as finding an hour later