



Year 1 Learning at Home: Week 6 - Maths 11-5-20

Aim to complete one activity from this page with your child each day. It doesn't matter which order you complete them. Please remember that your wellbeing is far more important than their learning. If either one of you is not in the right frame of mind, stop and come back to the task later or tomorrow.

Activity 1: Adding 10 - consolidation

Here are two activities to practice adding 10 to a number.

1. Adding 10 race game (download from the website)
2. Adding 10s sheet. There are 3 different levels. Pick the one you think your child will be most comfortable with to work as independently as possible.

Most children will still need to use concrete equipment to support them with this, so use the tens and units you made last week.

- Collecting sticks and stones. A stick represents a 10 and the stones represent the 1s.
- Building sticks of 10 Lego bricks and using single bricks for the 1s.
- Using spaghetti for the 10s and small pieces of pasta for the 1s

Finding it tricky?

Use [this version](#) of the game which uses smaller numbers to add 10. Keep using the 'tens and units' you used last week to help your child visualise adding the ten and talking about which part of the number has changed (the tens).

Too easy?

Roll a dice each time you land on a square and add on that number of 10s - e.g. land on 6, add on 6 tens which is 60.

Activity 2: Dinosaur Eggs

- A dinosaur has laid 10 eggs.
- She has buried their eggs to protect them from predators.
- How many eggs could be in each hole?
- Some holes might not have any eggs in at all!



Write each solution you find as a number sentence: $4 + 2 + 4 = 10$

Finding it tricky? Use 8 eggs and get some pots and counters to represent the eggs.

Too easy? Encourage your child to work systematically to find all the possible ways:

$0 + 0 + 10$	$0 + 3 + 7$	$1 + 1 + 8$	$1 + 4 + 5$	$2 + 4 + 4$
$0 + 1 + 9$	$0 + 4 + 6$	$1 + 2 + 7$	$2 + 3 + 5$	$3 + 3 + 4$
$0 + 2 + 8$	$0 + 5 + 5$	$1 + 3 + 6$	$2 + 2 + 6$	

It might be easier to spot the patterns if each number sentence is written on a different slip of paper so they can be moved.

What if there were 4 holes? What different ways can the dinosaur hide her eggs now?

Activity 3: Dinosaur island directions

This activity is designed to teach children to give and follow instructions to move in different directions, including using left and right correctly.

This activity uses the Map 1 from the Dinosaur Map resource from our website. If you don't have access to a printer, then use some squared paper (draw lines vertically on lined paper) and draw your own! Make sure there are 4 or 5 dinosaurs to visit!

Now find an explorer (small character) who is going to travel around the island.

Your explorer wants to see all the different dinosaurs on the island and you need to help him plan his route using forwards, backwards, left and right. Take it in turns to give and follow instructions to walk around the island e.g. forwards 3 squares; left 2 squares, forwards 8 squares; right 1 square...

Finding it tricky? [This song](#) from YouTube will help you practice finding your left and right

Too easy? Draw a circle and triangle in the positions identified on map 2.

Write the instructions for explorer to go from the triangle to the circle, visiting at least two dinosaurs on the way. Ask someone else to try out your instructions. I hope the explorer won't be eaten by a dinosaur!

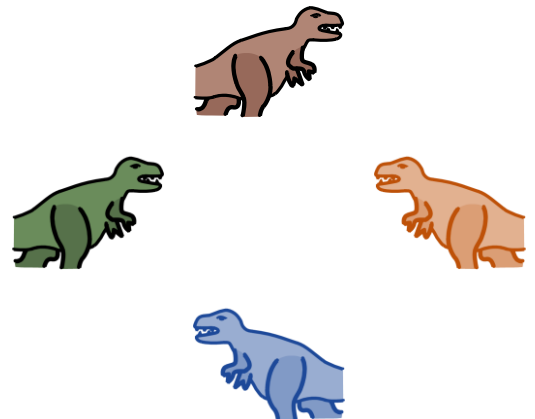
Activity 4: Rotating Dinosaurs

You will need: 4 dinosaurs (different types or colours ideal) or 4 dinosaur labels. You could print them from the activity sheet on the website.

Position the dinosaurs or labels like this:

Explain that to turn from facing one dinosaur to the next is a quarter turn. Practice turning to face each dinosaur in turn and say 'quarter turn' each time.

Face the brown dinosaur and count the turns to the blue dinosaur. Repeat starting in different places and turning to different dinosaurs.



Answer these questions in your workbook. You could draw the dinosaurs too. Start at the same dinosaur each time. Some questions have more than 1 answer, depending on which way you turn!

1. Make a quarter turn.
2. Make a two quarter turn.
3. Make a three quarter turn.

Finding it tricky? Stick with one quarter turns.

Too easy? Can you make a half turn too? Think about the clock and where the long hand points for half past to help you.