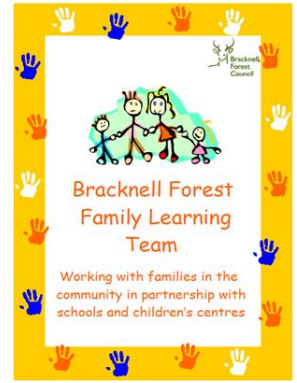




# 'Make & Take' sessions for Year 1 families



Tuesday 4<sup>th</sup> & Thursday 6<sup>th</sup> October 2022 9:00-10:30

1B

1M

Year 1 Calculation Skills....Join your child in school and try out different maths activities together. Please complete the online form to book your place <https://forms.office.com/r/8BJZS2JS1C>



- Find out more about calculation techniques in Key Stage 1

- Have fun making & playing the 'Race to 100' game

#### The '100 Square Race' game.

The aim of the game is to get to 100 (or to 1 if you are going backwards) before your opponent.

#### What you need:

1. Two or more players. Coloured counters.
2. A 100 square.
3. A spinner 1-6 or 0-9 (or dice)

#### Rules

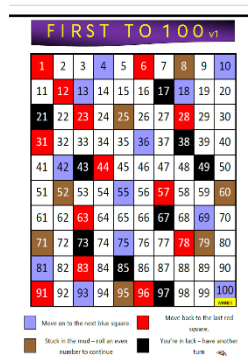
1. Choose a coloured counter for each player.
2. Decide whether you want to go forwards (put your counters on '1') or backwards (put your counters on '100')
3. Spin the spinner, the highest scorer goes first.
4. Spin again and move your counter forwards/backwards along the 100 square by this amount
5. The next player takes their turn.
6. Only one counter can be on a number square. If your counter lands on another player's counter, your counter takes that square and your opponent's counter goes back to the start!
7. Your counter can jump on a square with a counter to get past it.
8. Make it trickier.....  
Spin a 1-6 (0-9) spinner twice & add scores together to work out how many to move.



#### 100 IDEAS FOR USING A HUNDRED SQUARE

- These ideas are in no particular order and can be adapted to any age range or ability.
- The objectives are for children to learn to recognise numbers, understand numbers and find different ways of working with numbers to improve their understanding.
- These ideas are only starting points and can be adapted and developed with imagination.
- These activities can also be completed with a 200 square etc.
- As an extra challenge or for a bit of fun, make up your own challenges. Can you think of 10 more to make 110 activities?

1. Cut up a hundred square and make it into a number line.
2. Colour all the even numbers and establish a rule for recognising even numbers.
3. Find the multiples of 3.
4. Play a game in twos. Each picks a number between 10 and 20. Add together the digits of that number and move that many spaces. The winner is the first person who is closest to 100.
5. Find the square roots of the numbers to the nearest whole number.
6. Pick 10 numbers and treble them.
7. Make a Lucas Sequence, e.g. 1,3,4,7,11,18
8. Find all the cubic numbers.
9. Investigate all the numbers and find the numbers where the digits add up to 9.
10. Pick a number between 1 and 9 and keep adding 10 until you get to the end of the number square.
11. Find all the numbers whose digits add up to 11.
12. Make your own 100 square.
13. Choose 10 numbers from the square and subtract them from 100.
14. Find two consecutive numbers which add up to a square number, e.g. 12 and 13 = 25.
15. Pick numbers and reverse the digits and add them together, is the answer different from adding the digits without reversing.
16. Find all the numbers containing the digit 1.



- Games & resources to take away

