

Number and Place Value

Collecting and sorting natural objects



Subitise with natural objects in seed trays



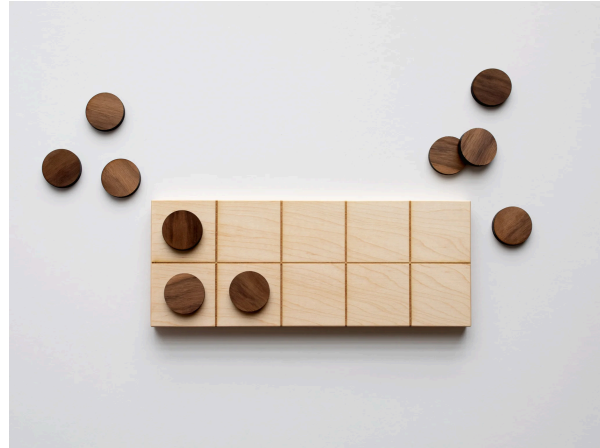
Number washing line - splat the number, find the total/difference, etc.



Missing numbers on a number line



Tens frames-wooden frames, painted, tyres etc



Place value with natural objects



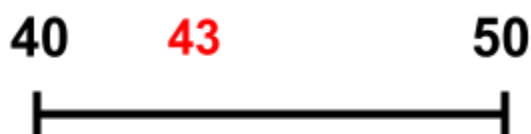
Sand-filled plastic bottles to line up, create skittle targets etc.



Part-part-whole models with chalk/natural resources or PE hoops.



Rounding to the nearest 10 on a line.



Fizz Buzz - multiplication game played using two different times tables.



Exploring Patterns (including numerical)

Repeating patterns with natural materials



Hop, skip, skip, jump, hop, skip...



Musical patterns (beats) with a range of instruments



Find and create shape patterns or repeating patterns

www.Teacher-of-Primary.co.uk

Counting One More and One Less

Year 1 – Number – number and place value



Maths Teaching Resources

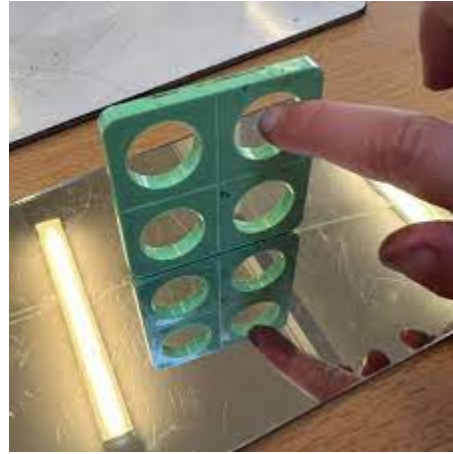


Compare numbers—greater/less than symbol with sticks



Calculations

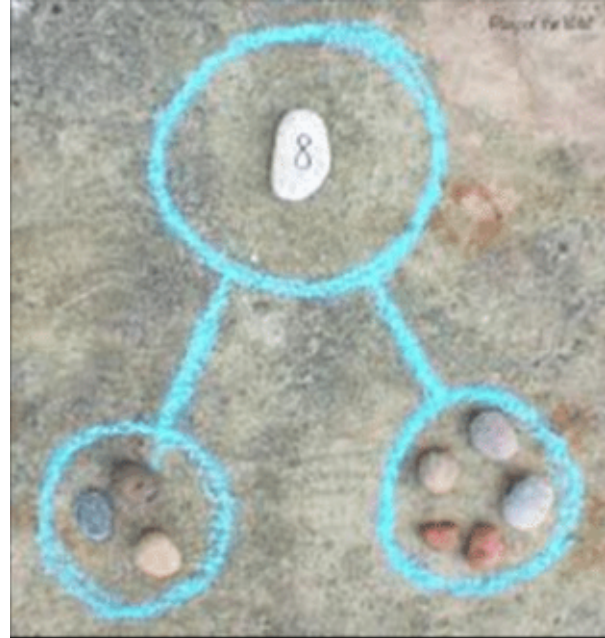
Doubles - large mirror with Numicon



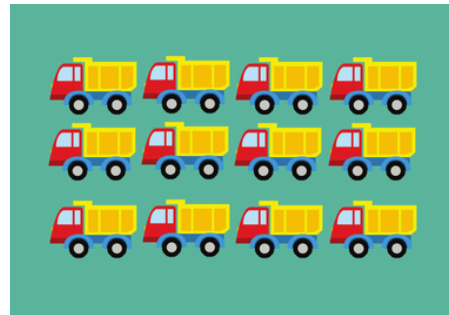
Mental arithmetic - 3 hoops (e.g. 20, 10, 5) Throw 3 beanbags and find your total score



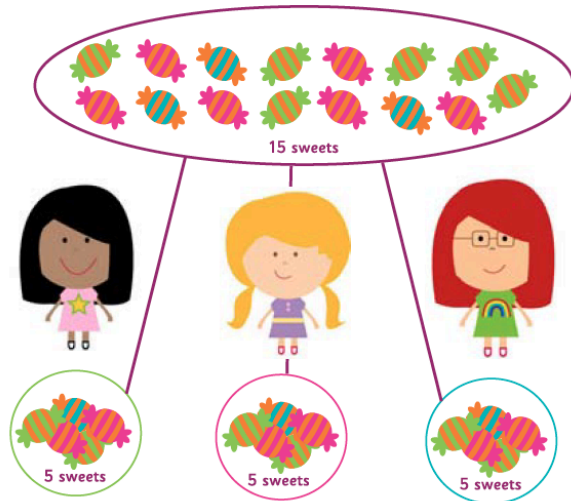
Chalk annotations-informal and formal strategies



Human arrays-distributive law



Sharing/grouping with children, hoops, etc.



Pass the ball - times tables/
multiples/fractions/
percentages



Find the ratio of different
types of flowers/shapes in a
given area (quadrant)



Shape, space and statistics

Venn diagrams with large hoops



Human pictogram



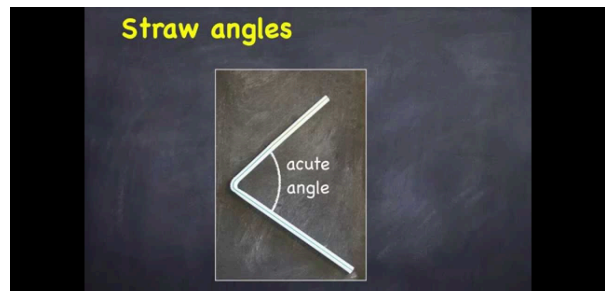
Who can make the biggest den with just 12x1m sticks or bamboo canes? Which is the most popular shape and why? Which shape fits the largest number of children inside?



Scale Factors



Create/estimate angles using sticks



Make shapes with string/sticks/children

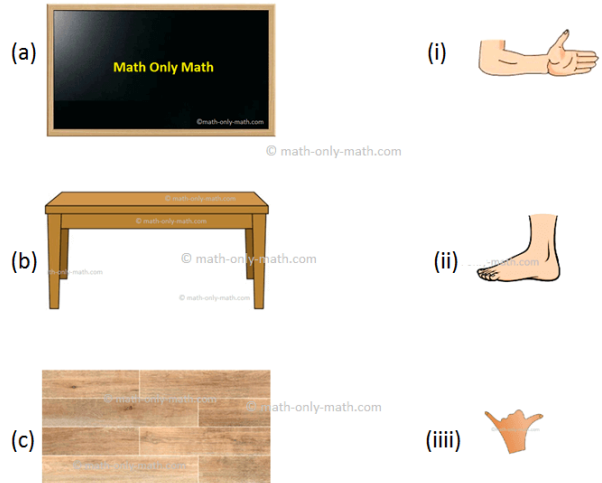


Car Park Data Collection



Measures

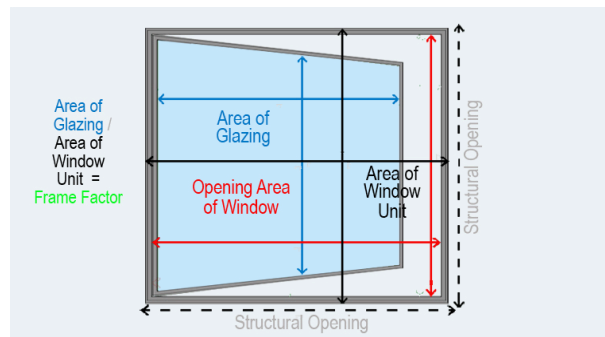
Measure large areas using non-standard units such as strides, sticks, leaves etc.



Who has the longest stride?



Calculate the area of a window.



Who can build the tallest structure? (boxes, crates, logs, tyres etc.)



Who can predict the number of steps needed to move from one place to another (the door to the sandpit)?



Balance scales in the mud kitchen



Timers - how many hops/star jumps can you do in 30 seconds? Who can balance on one leg for 1 minute?



Chalk clock faces; use sticks to create the hands



It costs 10p for every metre of painted line on the playground. How much would it cost to paint a line around the netball court?



Measure the dimensions of a bench/shed/window-create a scale model

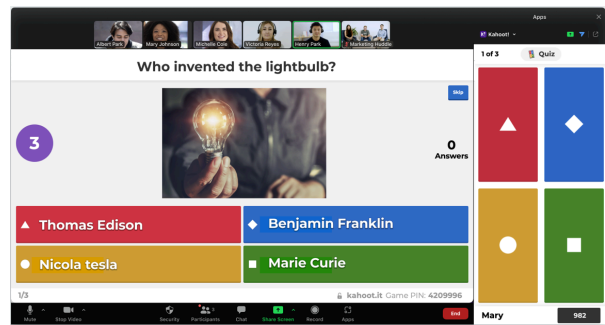


Games

Quiz - pupils answer questions on a whiteboard and get a point for correct answers.



Kahoot - online quiz



Place value game-roll the ball multiple times through small gaps to represent a 3-digit number.



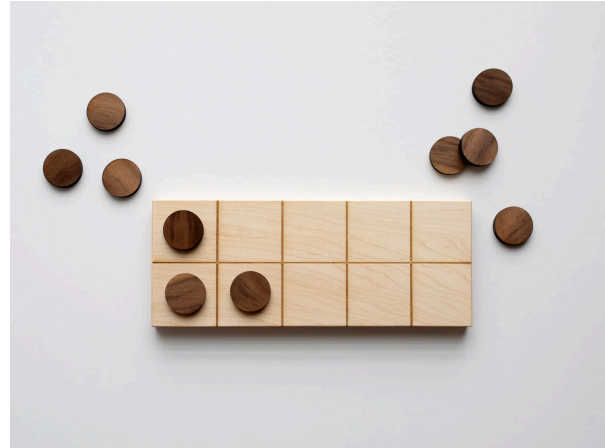
Circuits-physical development
(beanbags into hoops, skittles
to knock over, bricks to
build...)



Paired game-Make 15 in a
3x3 grid

2	7	6	→15	
9	5	1	→15	
4	3	8	→15	
↙15	↓15	↓15	↓15	↘15

Tens frame flash-paired game, each with a tens frame and a card to shield the frames. One player creates a number in their tensframe, flashes the pattern for 5 seconds, player two recreates the same number on their frame.



Look for patterns in the natural environment



Maths KS2 - Guardians:
Defenders of Mathematica
online game



Quiz around the school.
Children search for the
questions around the school
or outside and answer the
questions on their sheet.



The Game of Nim - ensure
your opponent is left with
the last pebble to pick up

P1: $20 - 3 = 17$
P2: $17 - 2 = 15$
P1: $15 - 1 = 14$
P2: $14 - 1 = 13$
P1: $13 - 3 = 10$
P2: $10 - 2 = 8$
P1: $8 - 3 = 5$
P2: $5 - 3 = 2$
P1: $2 - 1 = 1$

Hopscotch - focus on jumping
on multiples, adding certain
numbers

