

# Parent Workshop Years 1 and 2

## **Maths at Our Lady of Peace Catholic Primary and Nursery School**



# **Workshop Aims**

- 1. The aims of the KS1 Maths Curriculum.**
- 2. Objectives for each year group.**
- 3. Developing Number Sense.**

# Aims of the KS1 Maths Curriculum

- **Fluency:**

**Fluent recall** of **mental maths facts** e.g. times tables, number facts.

- **Reasoning:**

To **reason** mathematically, children need to be able to **explain** the mathematical concepts; they must explain **how** they got the answer and **why** they are correct.

- **Problem Solving:**

To apply their skills to real-life contexts.

# **Aims of the KS1 Maths Curriculum**

- High expectations
- Focus on core skills and subject knowledge

## **What does that mean for our pupils?**

- Aim to achieve 'Mastery' of maths curriculum.
- Range of opportunities for children to apply knowledge/skills in different contexts

# End of Year 1 Objectives

- Count to and across 100, forwards & backwards from any number.
- Read and write numbers to 20 in numerals & words.
- Read and write numbers to 100 in numerals.
- Say 1 more/1 less to 100.
- Count in multiples of 2, 5 & 10.
- Use bonds and subtraction facts to 20.
- Add & subtract:  
1 digit & 2 digit numbers to 20, including zero.
- Solve one-step multiplication and division using objects, pictorial representation and arrays.
- Recognise half and quarter of object, shape or quantity.
- Sequence events in chronological order.
- Use language of day, week, month and year.
- Tell time to hour & half past.

# End of Year 2 Objectives

- Comparing and ordering numbers from 0 to 100, using  $<$ ,  $>$  and  $=$  signs.
- Counting in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward.
- Using place value and number facts to solve problems.
- Adding and subtracting two-digit numbers using mental and written methods.
- Recalling and using addition and subtraction facts up to 20, and deriving related facts up to 100.
- Recalling and using multiplication and division facts for the 2, 5 and 10 multiplication tables, and recognising odd and even numbers.
- Solving addition and subtraction money problems, using symbols for pounds and pence.
- Telling and writing the time to the nearest five minutes.
- Identifying, describing, comparing and sorting 2D and 3D shapes.
- Interpreting and constructing pictograms, tally charts, block diagrams and simple tables.

# Number Sense

Children need to understand our number system, starting with counting numbers, building an understanding of how our numbers work and fit together.

This includes exploring place value and comparing and ordering numbers then applying this understanding in different contexts.



# Recalling facts

It is important that children recognise number bonds, different pairs of numbers with the same total.

10

$7 + 3$

$6 + 4$



8

$6 + 2$

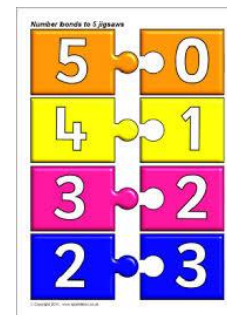
$5 + 3$



$3 + 2$

5

$1 + 4$



$6 + 1$

7

$3 + 4$



6

$3 + 3$

$5 + 4$

9

$6 + 3$





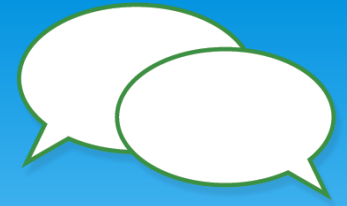
# Place Value

Place value is at the heart of the number system.

All digits have a value and a secure understanding of this will enable children to use and understand different calculation methods.



# Reasoning



## Vocabulary to use:

**It would/wouldn't  
fit in the pattern  
because...**

**So in that case  
we could...**

**It could be this  
because...**

**It would only  
work if...**

**Use what you know and apply it to  
problem solve.**

# KS1 Maths Tests

Children will sit two tests: Paper 1 and Paper 2:

- Paper 1 is for arithmetic and covers calculation methods for all operations.
- Paper 2 covers problem solving, reasoning and mathematical fluency

**All children will be expected to show their working out.**

## Working at the expected standard

The pupil can:

- read scales\* in divisions of ones, twos, fives and tens
- partition any two-digit number into different combinations of tens and ones, explaining their thinking verbally, in pictures or using apparatus
- add and subtract any 2 two-digit numbers using an efficient strategy, explaining their method verbally, in pictures or using apparatus (e.g.  $48 + 35$ ;  $72 - 17$ )
- recall all number bonds to and within 10 and use these to reason with and calculate bonds to and within 20, recognising other associated additive relationships (e.g. If  $7 + 3 = 10$ , then  $17 + 3 = 20$ ; if  $7 - 3 = 4$ , then  $17 - 3 = 14$ ; leading to if  $14 + 3 = 17$ , then  $3 + 14 = 17$ ,  $17 - 14 = 3$  and  $17 - 3 = 14$ )
- recall multiplication and division facts for 2, 5 and 10 and use them to solve simple problems, demonstrating an understanding of commutativity as necessary
- identify  $\frac{1}{4}$ ,  $\frac{1}{3}$ ,  $\frac{1}{2}$ ,  $\frac{2}{4}$ ,  $\frac{3}{4}$  of a number or shape, and know that all parts must be equal parts of the whole
- use different coins to make the same amount
- read the time on a clock to the nearest 15 minutes
- name and describe properties of 2-D and 3-D shapes, including number of sides, vertices, edges, faces and lines of symmetry.

# Maths Test Paper 1 - Arithmetic

Some questions  
from the  
arithmetic tests

3

$89 + 10 =$

6

$39 - 8 =$

11

$87 - 40 =$

16

$12 \div 2 =$

10

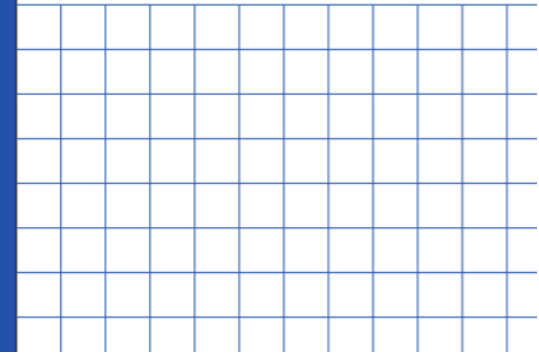
$36 + 24 =$

18

$\frac{1}{4} \text{ of } 20 =$

20

$86 - 21 =$



13

$8 \times 10 =$

7


$+ 5 = 9$

# Maths Test Paper 2 - Reasoning


Questions will be varied including

- multiple choice,
- matching,
- true/false,
- completing a chart or table or drawing a shape.


**19** Amy buys an ice-cream for 90p.



(a) Tick (✓) **three** coins to show how Amy can make **90p**.



(b) Tick (✓) **four** coins to show another way to make **90p**.



**23** Amy writes an answer to the calculation below.

$$57 - 31 = \boxed{26}$$

Now write an addition to check Amy's answer.

$$\boxed{\phantom{00}} + \boxed{\phantom{00}} = \boxed{\phantom{00}}$$

**22** Amy plants **4** rows of carrots.  
There are **3** carrots in each row.

A rabbit eats **2** of the carrots.

How many carrots are left?



Show  
your  
working

carrots

**8** Complete the table.

words	digits
thirty-eight	38
	40
ninety-four	

# How to help your child in Maths



- Play times tables games.
- Play mental maths games including counting in different amounts, forwards and backwards.
- Encourage opportunities for telling the time.
- Encourage opportunities for counting coins and money e.g. finding amounts or calculating change when shopping.
- Look for numbers on street signs, car registrations and anywhere else.
- Look for examples of 2D and 3D shapes around the home.
- Identify, weigh or measure quantities and amounts in the kitchen or in recipes.
- Play games involving numbers or logic, such as dominoes, card games, draughts or chess.

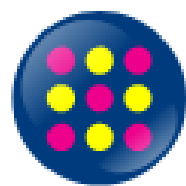


When it comes to times tables, speed AND accuracy are important - bursts of daily practise are more effective than spending hours once a week. And this is where you come in. For your child to be fully motivated and for them to get the best out of the practice, they need your help.

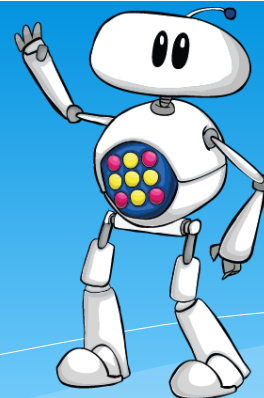
Without your praise and your reminders, without you sitting down next to them or checking their work, practising times tables will not feel important to your child and the more facts your child remembers, the easier it is for them to do harder calculations.

Please encourage your child to play the game at home regularly to develop a regular habit that will assist their mathematics, just as daily reading helps propel their reading and writing.

Times Tables Rock Stars can be easily accessed with internet browsers or alternatively with phones and tablets using the Times Table Rock Star app. For internet browsers, visit <https://ttrockstars.com/> for apps, visit the App/Play Store.



**MyMaths.co.uk**  
Bringing maths alive



**MyMaths** is an interactive online teaching and homework subscription website for schools that builds pupil engagement and consolidates maths knowledge.

MyMaths can currently be used on PCs and laptops. It is also available to be used on iPads and other tablet devices through the free Puffin Academy app on iTunes and Android.

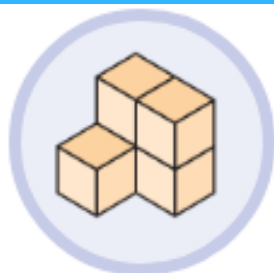
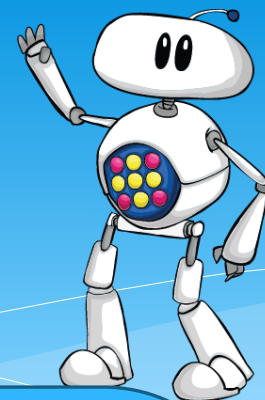
**Interesting Fact:**

MyMaths is currently used in over 80% of secondary schools in the UK.



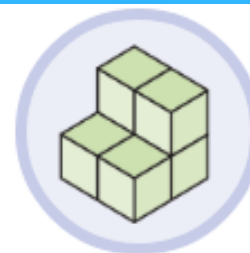


**MyMaths.co.uk**  
Bringing maths alive



## **Fully interactive**

MyMaths is a fully interactive, online mathematics learning solution for children of all ages and abilities. It helps your child to develop their understanding of maths through a variety of engaging activities, games and assessments.

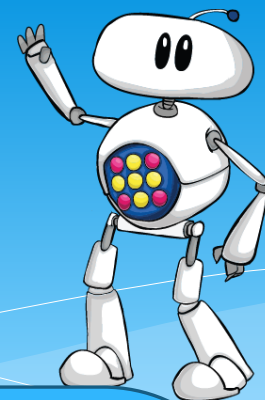


## **Login at home**

Provided your child's school subscribes to MyMaths, your child will be able to access their homework set by their teacher and get instant results by logging in to the online student portal at home. Your child's school will provide their pupils with log-in details.



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Your child should have received their login details already.

If they have misplaced their login details letter, please get them to ask their class teacher for another copy 😊



**Thank you for attending  
the workshop.**