

Year Maths

Children must become familiar with **numbers up to 50**. They should be able to represent each number using tens and ones like this: $32 = \boxed{\text{III}}\boxed{\text{I}}$ and learn to read and write them in numerals. The children will practise counting, both forwards and backwards, and should be able to start from any number within 50. They will also start to count in multiples of twos, fives and tens. The children will be able to find one more or one less than any number, and recognise which numbers are odd and which are even. Through all this, they should also acquire useful strategies for locating numbers quickly on a number line. Please note that children can often struggle to distinguish between the numbers 14 and 40, 15 and 50, 16 and 60, and so on, so more time will be spent on these.

Activities & Games!

★ On your way to school, can you count 50 steps? See how far it takes you. Once you have done this a few times, maybe you could try counting backwards from 20, then 30, then 40 - but remember to walk forwards!

★★ Find some objects to make tens and ones with, perhaps drinking straws, or lollipop sticks. Get an adult to make a 2-digit number with them - what number have they made? Now get them to write down the digits of another number for you to make.

★★ Get an adult to call out a 2-digit number. Draw it using tens and ones. Count up in twos until you reach that number. Did you land on it exactly? If not, why not? Write down what number is one more AND one less than that number.

★★★ Draw a long, blank number line, with 0 on one end and 50 on the other. Get an adult to give you a 2-digit number. Can you roughly work out where to place it? Now take another 2-digit number - where should this one go? Can you explain why? Keep repeating with lots of 2 digit numbers.

★★ Practise counting in twos, fives and tens. Count objects at home by grouping them into twos, fives, and tens.

★ With a group of friends, hide your hands behind your back. After the count of 3, show either no hands, one hand or two hands. Count in 5s to find out how many fingers there are altogether. Now get an adult to give you a multiple of 5. Work out with your friends how many hands you need to show.

[Catch a star](#) Can you catch all the odd and even stars?

[Blast Off!](#) Try 'Find a Number' and 'Count on & back'

[Caterpillar Sequencing!](#) Can you put these numbers in sequence?

Going deeper...

Light the Lights!

Different numbers, follow different rules. For example, some numbers are odd, others are multiples of 10, others are less than 20, but many follow more than one rule. Spend some time thinking about which numbers follow which rules. Now click this [link](#). Each light has its own rule. Can you work out what they are by typing in numbers? Perhaps you can think of a really good way to organise your work.

My-Maths

Use our school login (Username: **coleridge1**, Password: **success74**) and then your own login details to access activities related to this topic on the MyMaths website.

You can also have a look to see if there are some other fun games you would like to play!

Wonderful websites