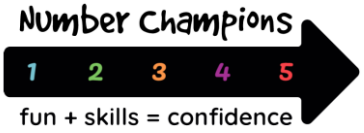


Resource for Year 1 Core Curriculum

Counting: Count on from any number. Thus, from 5, '6, 7, 8, 9, 10, 11..' / Count back from any number, say from 9 '8, 7, 6..'

Number line
Count the jumps along the line.

Feely Bag
Place Numicon pieces into a bag. Pick out a piece of Numicon at random and show it to the child.

- What number have I found?
- What number comes before it? What is one more? How do you know?
- What number comes next? What is one less?

Check by using 'one' pieces of Numicon which you can add to the shape/cover over one piece of the shape.

If child is more advanced: What is 10 more? What is 5 less?

Build a Tower
Build a tower using Lego (or similar building-block resources available from the school such as Multilink or Unifix).

- What number have I made?
- What would happen if I added one brick?
- What would happen if I took one brick off?

Check by adding/breaking off a piece of the tower

Hidden Numbers
Use a number line / number track / 100 square, and secretly pick a number. Cover the numbers either side using counters.

- What number have I chosen?
- How do you know? Can you make a number sentence or sum using this number? Show your working out on a whiteboard.
- What number comes before it? Reveal the counter to check.
- What number comes next? Reveal the counter to check.

The child can keep the counters to keep a score of how many they got correct to turn it into a game.

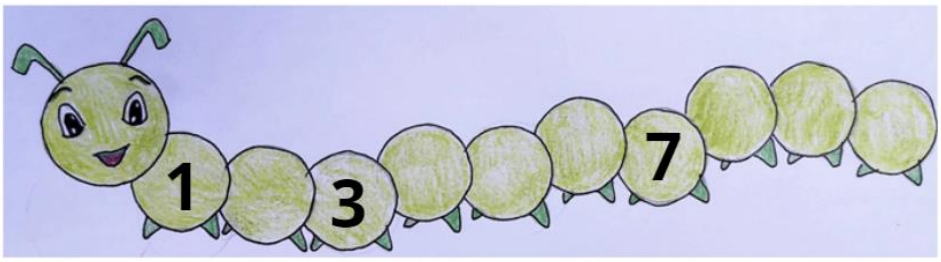
1 more / 1 less frame
Use the frame to show your work on 1 more and 1 less. You can draw out the whole table on the whiteboard. Alternatively, you could print the table (on the last page of this document) and place it on the whiteboard so that the child can write the numbers in under the column on the whiteboard.

You can place whichever resource you have used (towers/Numicon/number cards) on the table. This can also be extended to 2 more/2less etc to encourage counting on further.

1 less		1 more

1 less		1 more
		
2	3	4

Missing Number Caterpillars
Print the blank number caterpillars (at the end of this document) and fill in some of the numbers. Ask the child to write in the missing numbers. Ask the child to explain how they knew which numbers were missing.



Helicopter Rescue
Ask the child to draw smiley faces on your counters using a whiteboard pen to turn them into people. Place the counters over numbers on a number line / hundred square / number caterpillar. Ask the child a question about one of these numbers (eg, if the counter is on number 11 ask, what is one more than 10?) The child then 'rescues' the person by lifting them off that number and bringing them back to them. See how many people they can rescue.

If the child is struggling, ask them to find the number that you said (in this example, the number 10, and then count on)

This game can be extended to 2 more/2 less etc to encourage counting on further.

Number Tennis
This is a quick fire game and could be used as a warm up activity. To create a rally, you must say a number and they 'hit back' with the number that is one more/one less than that number. Combine this with number recognition by holding up number cards as you say it.

Big Numbers

Use scrap paper to write a range of numbers (one number per sheet) and spread them out on the floor. Ask the child to throw a bean bag/stand on a number. Ask them questions about that number.

- What is 2 more? What is 1 less?

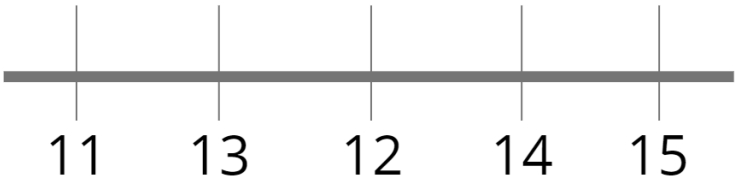
You could also describe a number (similar to Helicopter Rescue) and ask them to throw the bean bag/stand on the number that they think you are talking about.

Ask the child to use a number line/ number track /hundred square to check that they are correct.

Mastery

This is used to ensure that a child fully understands the concept and can apply what they have learned. Ask the child questions similar to below:

- Put 5, 17, 13 and 8 in the correct order
- How many numbers are there between 10 and 15?
- What is wrong with this number line/number track?



1 less		1 more

2 less		2 more