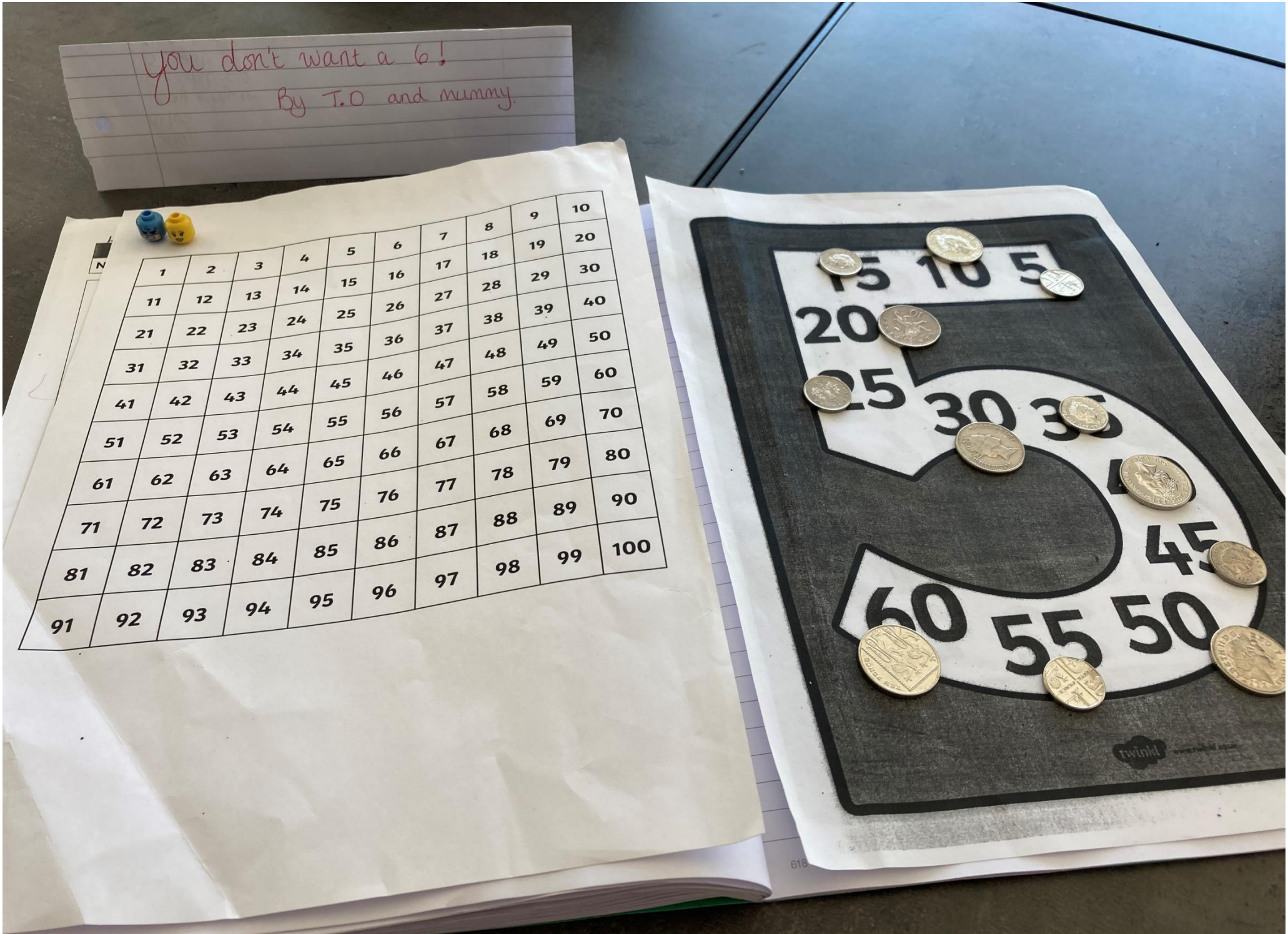
Windyknowe Home Learning Tasks (Daily) **Date issued**: 12.5.20

Class P1 Numeracy and Mathematics		
Numeracy Task 1	Maths Task 2	Money Task 3
Aim: To identify the missing number in a sequence Practise identifying the missing number in the sequence in one or more of the following ways. Look at the pattern of the units numbers in the line. Notice how they increase in ones. Notice that the tens number stays the same in each line. - Close your eyes and ask your adult to hide a number on the 100 square. (use a button, bottle lid, rubber or sharpener for example). Can you work out what the hidden number is? - Ask your adult to write down a sequence of numbers with one missing. (e.g. 32, 33, __, 35, 36, 37) can you write in the missing number? Extra Challenge: - Ask your adult to say a sequence of 5 numbers with one number missed out. (e.g. 32, 33, 35, 36, 37) Can you listen for the missing number. Look at the 100 number square to help as you listen.	Aim: To read o'clock and half past times on an analogue clock Listen to and sing along to the 'What Time Is It?' song https://www.youtube.com/watch?v=1eGkW3JnthI Can you remember where the long hand points to for an o'clock time? What do you now notice about the long hand when showing a half past time? In your pack, find the 'Telling the Time: O'Clock and Half Past' worksheet. Can you have a go at writing the correct times underneath the analogue clocks? You can use the words already on the sheet to help with spelling. Then can you add the hands onto the analogue clocks to show the times? Make sure you have a long and a short hand.	Aim: To count up coins in tens and fives. This game was created by T in 1c. Thank you for sharing! You need the 100 square sheet, the sheet with the big number 5, some 10p and 5p coins, a dice and something to use as counters such as bottle tops or Lego pieces. Lay 10p coins on the numbers 10, 20, 30, 40, 50 and 60 on the sheet with the big 5. Lay 5p coins on the numbers 5, 15, 25, 35, 45 and 55 on the sheet with the big 5. Throw the dice and move your counters on the 100square to match the number on the dice. If you land on a number with 5 at the end you collect the matching 5p coin from the sheet with the big 5. If you land on a number with a 0 at the end you collect the matching 10p coin. If you throw a six you need to pay 5p to the other player. When you get to 60 the winner is the person with the most money. Photographs of the game are on the following pages.


you don't want a 6!
By T.O and mummy.
1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48 49 50
51 52 53 54 55 56 57 58 59 60
61 62 63 64 65 66 67 68 69 70
71 72 73 74 75 76 77 78 79 80
81 82 83 84 85 86 87 88 89 90
91 92 93 94 95 96 97 98 99 100
15 10 5
20
25
30
45
60 55 50
twinkl

"You Don't Want a Six"

We made up a board game called "You don't Want a six" By using the resources we had

- 1-100 number grid
- 5-60 counting in 5's
- 1 x dice
- 2 x lego head markers.

On the '5' there was 5p available to win at 5, 15, 25, 35, 4[illegible]
on the 10's (10, 20, 30, 40, 50, 60) 10p available to win

Object of the game is to throw dice and get to land on 5, 10, 15, 20, etc to collect the money. If the player throws a six the player must give over 5p to the other player(s)

This game encouraged counting skills, counting on the grid and in 5's. Seeing who had more and