

KS1 Maths Place Value Games – Swallow Class – Autumn 1

Sorting Objects:

Select different objects, e.g. buttons, fruits, autumn leaves, and ask your child to sort them into groups and to explain how they sorted them.

Challenge: Can you think of an item that would fit in both/none of the groups?

Counting:

Count objects. This can be giving out cutlery at mealtimes or counting coins.

Year 1 are counting to ten and 20 and Year 2 to 50, then 100 and beyond.

Year 2 can group the objects into tens and ones to help them count them and use the place value headings to put the numbers in the correct place. We say: ***There is/are....ten(s) andone(s). The number is.....***

Counting 1 pence pieces into stacks of ten and additional ones is a great way to help them.

Once they have counted an amount can they write the number in numerals/digits and words.

Teen numbers:

Teen numbers can be particularly tricky as we say and read them as though the ones comes first, e.g. thirteen, fourteen. We also practice counting the teen numbers as: ***ten, one-ten and one, one-ten and two, one-ten and three.***

Counting and making teen numbers and writing the digits saying: ***There is....ten andones. The number is.....*** helps them.

Gateegno Counting:

Counting using a Gateegno grid really helps. Your child can tap the number as they count. When they get to eleven they tap one ten and one, twelve is one ten and two, 35 is 30 and 5.

Number hide and seek:

Write the numbers 1-10 in digits and words and play hide-and-seek so your child has to go and find the numbers and match the word and the digit. Then, can they put them in the correct order. Try with any numbers up to 100 in words and digits. Can they order these?

Daring dice:

Use one dice and take it in turns to roll it. Who has the biggest number/smallest number? Can you count on or back from this number.

Can you roll six numbers then order them?

Take two dice. Roll them. What 2-digit numbers can you make? Can you count on/back from this number. Take it in turns to roll the dice. Who can make the biggest/smallest number? Who can make a number closest to 20? Or 100? Can you make five numbers and order them?

Hula-Hoop Place Value:

Place 2 Hula Hoops on the ground. Write 'Tens (T)' in one hoop and 'Ones (O)' in the other. Give your child a number between 0-20 or 0-100 as digits/numerals or words. Give them some Tens and Ones cards. Can they put the correct amount in each hoop? Challenge: Hundreds.

Passing Place Value:

Set up two football goals. Label one 'Tens (T)' and one 'Ones (O).' Give your child a number orally or a written number as digits or words. Your child then has to kick the ball through the tens or ones goal the correct number of times. E.g. 35. They would kick the ball through the tens goal three times and the ones goal five times.

