

# Parents' Guide to Mathematics at The Bythams Primary School Year 1

#### Dear Parents,

This booklet is to help you understand how the main four operations in Maths are taught at Bythams School. Each guide has the main objectives for the year group and how it is taught in the concrete, pictorial and the abstract. The concrete is all about physical things, such as cubes, bead strings and counters which the children manipulate to understand the objectives. The pictorial is when concepts are shown in a pictorial form such as photos, diagrams and number lines. The abstract moves to formal methods and word problems to understand the objectives. All three methods are used in conjunction with one another, not as a progression.

# Addition

Objective and Strategies	Concrete	Pictorial	Abstract
Combining two parts to make a whole: part-whole model	Use cubes to add two numbers together as a group or in a bar.	Use pictures to add two numbers together as a group or in a bar.	4 + 3 = 7  10= 6 + 4  Use the part-part whole diagram as shown above to move into the abstract.
Starting at the bigger number and counting		12 + 5 = 17	5 + 12 = 17
on	Start with the larger number on the bead string and then count on to the smaller number 1 by 1 to find the answer.	Start at the larger number on the number line and count on in ones or in one jump to find the answer.	Place the larger number in your head and count on the smaller number to find your answer.

# Multiplication

Objective and Strategies	Concrete	Pictorial	Abstract
Doubling	Use practical activities to show how to double a number.	Draw pictures to show how to double a number.  Double 4 is 8	16 10 10 10 10 10 10 10 10 10 10 10 10 10
Counting in multiples	Count in multiples supported by concrete objects in equal groups.	Use a number line or pictures to continue support in counting in multiples.	Count in multiples of a number aloud.  Write sequences with multiples of numbers.  2, 4, 6, 8, 10  5, 10, 15, 20, 25, 30

# Subtraction

Objective and Strategies	Concrete	Pictorial	Abstract
Taking away ones	Use physical objects, counters, cubes etc to show how objects can be taken away.  6-2=4	Cross out drawn objects to show what has been taken away.  \$\begin{align*} \lambda \la	18 -3= 15 8 - 2 = 6
Counting back	Make the larger number in your subtraction. Move the beads along your bead string as you count backwards in ones.  13 – 4  Use counters and move them away from the group as you take them away counting backwards as you go.	Count back on a number line or number track  9 10 11 12 13 14 15  Start at the bigger number and count back the smaller number showing the jumps on the number line.  This can progress all the way to counting back using two 2 digit numbers.	Put 13 in your head, count back 4. What number are you at? Use your fingers to help.

### Division

Objective and Strategies	Concrete	Pictorial	Abstract
Sharing objects into groups	I have 10 cubes, can you share them equally in 2 groups?	Children use pictures or shapes to share quantities.  \$\frac{2}{3} \frac{2}{3}	Share 9 buns between three people. $9 \div 3 = 3$
Division as grouping	Divide quantities into equal groups. Use cubes, counters, objects or place value counters to aid understanding.  96 + 3 = 32	Use a number line to show jumps in groups. The number of jumps equals the number of groups.  0 1 2 3 4 5 6 7 8 9 10 11 12  3 3 3 3  Think of the bar as a whole. Split it into the number of groups you are dividing by and work out how many would be within each group.	28 ÷ 7 = 4  Divide 28 into 7 groups.  How many are in each group?

# What you can do at home to help your child make progress

- Play simple counting games such as: snakes and ladders, counting buttons, choose two dominoes and count the total number of spots.
- Play simple ordering games such as: choose ten buttons and order them by size from smallest to largest, from a pack of cards take out the Jacks, the Queens and the Kings and shuffle up the numbered cards. Choose any ten of them and put them in order.
- Play simple pattern-making games such as: with a collection of tiddlywinks make patterns such as 2 red, 1 blue, 2 red 1 blue..., make patterns out of ten tiddlywinks.
- Play simple sorting games such as sorting a collection of buttons, shells or leaves by colour or by size, lay the table for a meal – selecting the correct number of items and matching them.