

St Francis Primary School

Primary 1 – Maths

What i am Learning	Game Link	Guidance
(A) I can say what the name of coins are and understand their value	(1) Piggy Bank (2) Money Song (3) Piggy Bank Ordering (4) Spot the Coins	 Choose sorting > one coin> drag all of the coin to the piggy bank showing its value. Listen to the song and learn all about money. Choose Ordering > 1p to 20p > put the coins in the correct value order > check > move on Select beginner > Choose a building > find coins and say their name> drag coins to squares > select another building
(B) I can add and subtract using coins (1p, 2p)	 (1) Coin Calculator (2) Cashing In! (3) Count the Coins game (4) Toy Shop 	 (1) Drag coins to screen > add in your head > click £ sign to see if you are right > click clear to have another go (2) Enter > Up to 10p > Start > Click the coins to total the amount you need to pay the cashier>check>next (3) Select counting > 1p to 10p> count > click your answer (4) Paying in 1pences > Select One Coin > 1p (Up to 10p) > look at the price > drag the correct number of coins to pay
(C) I can recognise o'clock and order time correctly (days of week r)	 (1) Spinning Clock (2) Temple Adventure man! (3) Months of year - Song (4) Months / SEASONS - Story 	 Scroll down > Multiple choice Time Game: Click play > 1. Read time to the hour > 24-hour clock Untimed Game > Enter your name on the scoreboard!! Click Play (>) > Answer the questions by clicking the correct day of the week to open the temple! Sing-along with the Months of the year Song! Watch and think about what each month is like and how it changes
(D) can identify 2D Shapes according to their features and can group shapes using features, such as size, symmetry and Area.	(1) Shape Monsters(2) Symmetry painter(3) Shape - Sing and do	 (1) Click on Game> Click the monster with the mouth that matches the shape (2) Click play> choose a side of the board to paint on > the computer will copy drawing to make it symmetrical on the other side! (3) Listen to the song – sing-along and copy!
(E) I can make and continue patterns/ sequences and create shape models	(1) Number Patterns (2) PATTERN PUZZLES (3) TRAIN PATTERNS (4) FUZZ BUGS	 Play (>) > Select Practice > drag the correct missing number to its place in the number pattern Have a play > Click Pattern Puzzle > click one > select the shapes you need to fill the pattern > be creative with colours etc! Drag the correct shapes and colours to the correct places > click the arrow when complete > move to next challenge Click (>) > (>) > drag the fuzz bugs to the correct place above
(F) I can use simple directions and grid references to plan a route	(1) The Treasure Map (2) Left and Right Song - sing and do!	 (1) Play (>) and watch cartoon > what types of direction instructions can you hear? Direction, distance? (2) Left and Right song – sing-along and copy the actions!
(G) I can create and interpret	(1) Fruit Fall- BAR GRAPH	(1) Start > Catch as many falling fruits as you can > look at thm displayed in the bar graph > answer the questions about the bar graph you have made

data on simple graphs	(2) <u>BAR CHARTS</u> (3) <u>Venn diagram</u>	 (2) Scroll down click on play game > select Level 1 > read question > select answer > click next (3) Choose 2 circles > select a shape rule for each > drag the correct shapes to the correct circles in your VENN DIAGRAM
H) I know there are different types of measure (weight, volume and length) and can use measuring terms (e.g. short/ tall, heavy/light etc)	 (1) Longer and shorter - Song (2) Measuring tools - Song (3) Non standard units of measure - TOGETHER TASK (4) Length Game (5) Shorter and Taller Game (6) Weight Game (7) Capacity Game 	 Relax Listen Learn Relax Listen LEARN > sing-along Watch Sid the Science Kid and try out the activity – using your body to measure! Scroll down > select length game> listen to the instructions Scroll down > select height game> listen to the instructions Scroll down > select weight game> listen to the instructions Scroll down > select capacity game> listen to the instructions