



What I am Learning	Game Link	Guidance
(A) I can recognise money up to £20	(1) Piggy Bank (2) Toy Shop Money (3) Custom Car	(1) Recognising and Using coins: Select Counting > Any 6 coins (2) Choose Mixed coins > Exact Money option > Select £1 to £10 (3) Counting Money: Select Level 5 > Customise your car by dragging coins to pay point and click CHECK
(B) I can add and subtract in pounds and pence (up to £20)	(1) Toy Shop Money (2) CHANGE MAKER (3) CASH OUT!	(1) Choose Mixed coins > Give Change option > Select £1 to £10 (2) Work out the amount of change: Select Hard > Union Jack Flag > Enter how many of each note or coin you need to make the correct change (3) Calculate the change (in \$): Select MEDIUM level > Click on the notes and coins to give the customer the correct change > Click GIVE CHANGE to earn some \$\$\$!
(C) I can use different types of measure (weight, volume and length)	(1) Which measure am I? (2) ZOO DESIGNER (3) Mostly Postie (4) Measure it! (5) Measure Up - Beat the Timer game	(1) Select what 'unit of measure' you need to fit the job described (2) Use your knowledge of AREA to create a zoo by clicking and dragging the highlighted squares (3) Measuring in kgs and ½ kgs > Select kgs and ½ kgs and/or answers in steps of 100g> drag parcel onto scale > enter weight > click check and get delivering! (4) Measuring in cm and mm > Select Centimetres Medium (cm only) and/or Hard (cm & mm) > choose your answer from multiple choice (5) Beat the timer! In preferences box keep timer on > Select wholes (cms only) and/or halves (cm and mm) > Start new and GO! ..careful three strikes and it is Game Over!!
(D) I can use analogue and digital time and order time measures (e.g. days of week, months of year etc)	(1) Spinning Clock (2) Clock Splat - Math Game (3) Hickory Dickory Clock: A tell the time game (ictgames.com)	(1) Multiple choice Time Game: Click play > 4. Read time to the nearest 5 minutes > 12-hour clock Timed Game > Enter your name on the scoreboard! (2) A game where you match the digital and analogue times. (3) A game where you need to read the analogue clock. Multiple levels.
(E) I can make and continue patterns and sequences	(1) Number Patterns (2) PATTERN PUZZLES (3) Terrific Tangrams (4) TRAIN PATTERNS	(1) Play (>) > Select Practice > drag the correct missing number to its place in the number pattern (2) Have a play > Click Pattern Puzzle > click one > select the shapes you need to fill the pattern > be creative with colours etc! (3) Click on a shape from the bottom of screen > use the coloured shapes to fill it > drag to move > rotate by clicking and dragging black spot attached to shaped (4) Select Level 3 > wait for the train > select the correct shapes to continue the pattern

<p>(F) I can create and interpret data on simple graphs</p>	<p>(1) Fruit Fall-BAR GRAPH (2) BAR CHARTS (3) Venn diagram</p>	<p>(1) Start > Catch as many falling fruits as you can > look at them displayed in the bar graph > answer the questions about the bar graph you have made (2) Scroll down click on play game > select Level 1 > read question >select answer > click next (4) Choose 2 circles > select a shape rule for each > drag the correct shapes to the correct circles in your VENN DIAGRAM</p>
<p>(G) I can describe 2D and 3D Shapes and recognise their features (symmetry, angles, vertices etc)</p>	<p>(1) Shape Invasion (2) Tangrams</p>	<p>(1) Matching Game > Match the invading shapes with the correct 'face' shape > click on two 'faces' to swap positions > have all 'faces' underneath matching invader before they hit the ground (2) Start > Read Start > Rotate and drag shapes to fill in the tangrams – use your knowledge of shape properties</p>
<p>(H) I can use directions (including maps and coordinates) to find a specific point</p>	<p>(1) Coordinate Challenge (2) Alien Attack! (3) CODE BUILDER (4) TREASURE HUNT (5) BLOCK TURNS</p>	<p>(1) Scroll down click play> Level 1> click on correct coordinates > press next (>>) (2) Play Game > Play > Select any Times Table > First Quadrant > Select numbers of coordinates of Alien Ship with correct answer (Tip: Remember – Along the corridor (x – axis) THEN up the stairs (y – axis) > Rocket Launch to stop aliens attacking Earth! (3) Directions Game: click orange arrow > look at location of target and position of robot > create direction code by dragging arrows in order of moves to get the robot to the target > click RUN to see if your code is correct (4) Compass Points Game: Read directions and follow route from your emoji >click where you land > did you find the treasure? (5) Play (>) > Level 1 > Use the direction and angle to click and drag the rotation to the arrow so they face the same way > if you go wrong you can 'undo' moves</p>