

MATHS Learn at Home packs: Year 1, Week 16

In these last two Learn at Home packs, we are providing two 'fun' weeks. Read down to see what children will be doing in these playful mathematical activities.

'Your home-learning resources have helped our school immeasurably: they're so clear, and the fact that they are in daily chunks, with plenty of explanation for parents at home, has made them invaluable.'

Nick, a Suffolk primary teacher.

Our small team have been working round the clock to produce these materials and we're really happy that huge numbers of teachers, schools and parents have found them useful – and emailed us to say so!

If you're not a regular user of Hamilton, why not consider becoming a [Friend of the charity](#) to access the teaching materials in English, Maths and Topics for the whole year? Or take a moment to browse our [free resources for schools](#).

The 'timetable' for this week's teaching and learning is as follows

- **Day 1 – Mathematical investigation:** Children investigate how many animals could have a total of 12 legs on Noah's ark. To begin with, the animals are all the same in the leg department; then children investigate different combinations of animals. Skills developed include repeated addition, bonds and number facts.
- **Day 2 – Practical Activity:** Children make an origami boat and look for different shapes on it. They see how many 'animals' can be loaded onto it before it sinks! If they enjoy making the boat, they can make origami animals and look for further shapes.
- **Day 3 – Puzzle:** Children play a simple version of Nim – the ancient game of strategy – then make and test out ideas about strategy.
- **Day 4 – Game:** Play 'Pelmanism' (pairs) with a choice of cards which use number bonds to 10, to 20 or to 100.
- **Day 5 – Mathematical investigation:** Animals make repeated hops/ jumps of a specific size to land exactly on Noah's ark at 50. Children are challenged to find starting numbers between 0 and 10 to make this possible.