

# Maths - Year 1

## Pattern and Algebra 2: Reasoning with Numicon shapes and number ideas

### Key Vocabulary

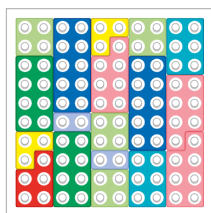
Pattern	A set of ordered numbers, shapes or objects.
Combination	Shapes, numbers or objects joined together.
Estimate	Work out an answer that is nearly right.
Group	Join shapes, objects or numbers together based on their characteristics e.g. colour, size, value etc.
Positional language	Right way up, upside down, turn around, turn over.
Systematic	Work in a planned and organised way.

### Mathematical Skills

- Recognise that it is important to be well organised and to work systematically, e.g. those who show adding facts in order with structured apparatus.
- Recognise when their knowledge of number facts can help them to solve a problem.
- Make a general statement after they have noticed something always happening.

### Mathematical Methods

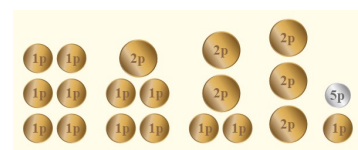
- Cover the baseboard without using 1-shapes.



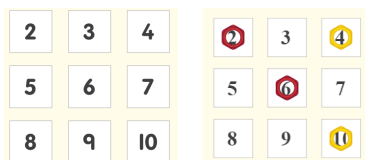
- Dartboard. Use two pegs as darts to score more than seven.



- Which coins are in the purse e.g. there is 6p in my purse; what coins could I have?



- Three in a row e.g. selecting two Numicon shapes or rods to make a total on the grid and over three in a row.

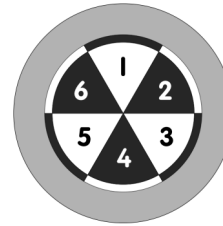


- Building oblongs with Numicon shapes and exploring number patterns.



## Can you..?

- I have 8p in my purse; what coins could I have?
- What is the highest and lowest score you can make on the dartboard?



- What can you tell me about the brown number rod and its relationship to the other rods?