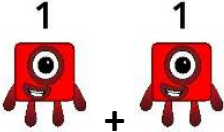
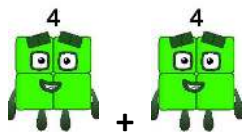

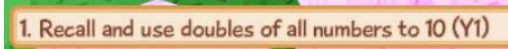










Year One Maths Planning 6th July 2020

Weekly Focus: Doubles

	Activity
Monday	<p>This week we are going to be thinking about Doubles. To get a double of a number, we add the same number to itself.</p> <p>e.g.  $1 + 1 = 2$ Double 1 is 2</p> <p> $4 + 4 = 8$ Double 4 is 8</p> <p>Task 1: Enjoy watching the Numberblocks solve the mystery doubles adventure https://www.youtube.com/watch?v=ylrjRxLsHAE</p> <p>Task 2: Can you remember any of the doubles? Tell your family the doubles that you remember.</p>
Tuesday	<p>Let's remind ourselves about Doubles- watch and work out with Jack Hartman https://www.youtube.com/watch?v=NDqbCfplYrg</p> <p>Task: Play this exciting fishing game – Can you find the doubles? Good Luck Year One!</p> <p></p> <p>https://mathsframe.co.uk/en/resources/resource/306/Maths-Fishing-Multiplication</p> <p></p>
Wednesday	<p>I have seen LOTS of ladybirds in my garden and in the park near my house too – have you seen any near where you live? Ladybirds can help us with our doubles because they have the same number of spots on each side– look at these ladybirds – what doubles are they helping us with?</p> <p> $5 + 5 = 10$ Double 5 is 10</p> <p> $4 + 4 = 8$ Double 4 is 8</p> <p>Task: Look at the picture of the 'LOTS of Ladybirds' in the resources section. What doubles can you see? Write them down.</p>
Thursday	<p>Task: Can you make your own doubles ladybirds and then write down the number sentences.</p> <p>e.g.  $4 + 4 = 8$ Double 4 is 8 You could use pebbles, counters or even draw the spots in your ladybirds! Enjoy Year One!</p>
Friday	<p> Task 1: Enjoy playing this doubles game https://www.topmarks.co.uk/maths-games/hit-the-button Start with </p> <p> Task 1: Can you find the answer to the Doubles Questions? (see resources section) You don't need to print them out – just read and write down your answers. Good Luck Year One!</p>

