

* Welcome!

This Back On Track programme provides a great way to help your child make the successful transition into Year 1. Using fun-filled online learning activities, combined with carefully selected printed activity sheets, this programme will boost your child's maths skills.

Getting back on track is simple with **Mathseeds** and can be done in just half an hour a day. So, let's maximise each day and get started now!

The outline for each week will tell you the online lessons and worksheets to be completed each day, as well as additional **Mental Minute** and **Driving Test** quizzes.



Login

Login with your parent email and password. If you are unable to remember either of these, please select the *I've forgotten my password or login button* and follow the steps.



To help you navigate through the site we have listed a few steps below. For more information on the programme please see our *Parent User Guide*. This can be found on the Family Dashboard in Bonus Material.





Select the programme that you wish to adjust your progress for, then use the dropdown menus to adjust.

If your child is not working at the correct level you can adjust it by clicking here.





The **Mental Minute** section is on the student navigation page. There are two sections, the + and – section, and the x and ÷ section. If you need to adjust the progress of the **Mental Minute** sprints you can do so in *Redo placement test or adjust level* as shown above.

Driving Tests can also be found on the Student Navigation screen. Choose the suggested Year level and maths topic to work in.











Welcome to Week 1

The team behind Mathseeds have created this Back On Track programme to boost your child's mathematics skills.

This booklet is the first of ten weekly booklets. The **Mathseeds** Back On Track programme provides a great way to make sure that your child knows the essentials they need to make a successful transition into Year 1.

Over the next 10 weeks, your child will have the opportunity to engage in fun-filled, online learning activities. These activities will allow your child to revisit, consolidate and build crucial Reception maths concepts. In addition, each booklet contains a set of carefully selected activity sheets to really boost your child's maths skills, getting them ready and settled into Year 1! Keeping your child on track for Year 1 is simple with **Mathseeds**, and can be done in just half

an hour a day. We recommend you follow these simple steps to keep your child learning whilst still having fun.

- 1 Print the pupil pages for the week. Ensure your child has pencils and erasers to complete the worksheets.
- 2 To reset your child's Lesson number to 20 go to the Family Dashboard.
 - Click on the Adjust level link.
 - Choose the Mathseeds tab and set the Change Current Lesson to Lesson 20.
 - Click on Change Current Lesson to place your child correctly.
- **3** Encourage your child to complete the online lesson for the day and then follow up with the worksheets from this booklet.
- 4 Once each day's work is done, complete the incentive chart.
- **5** At the end of the week, fill in the certificate. Add stickers if you have them.
- 6 Enjoy the learning. Keep it light and fun.

We know your child will enjoy learning on **Mathseeds** because **Mathseeds** makes learning fun!



Back On Track for Year 1

Week 1

Day 1 focus: Numbers to 10

Online lesson: Lesson 20 - Numbers 1-10

Worksheets: Number Sequence, Counting Items

Day 2 focus: Counting Back

Online lesson: Lesson 21 – Counting Back from 10 **Worksheets:** Count and Match, Number Sequence

Day 3 focus: Compare Numbers

Online lesson: Lesson 22 - More, Less, the Same

Worksheets: More and Less, The Same

Day 4 focus: 2D Shape Attributes Online lesson: Lesson 23 – 2D Shapes

Worksheets: Curved and Straight, Shape Sides

Day 5 focus: Add to 5

Online lesson: Lesson 24 – Adding to 5 Worksheets: Count to Add, Draw and Add

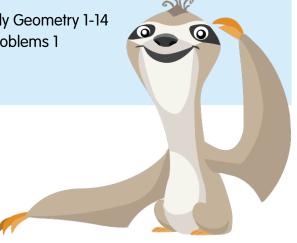
Week 1 Bonus

Poster: Greater Than, Less Than

Online: Driving Tests Early Number 1-8 and Early Geometry 1-14

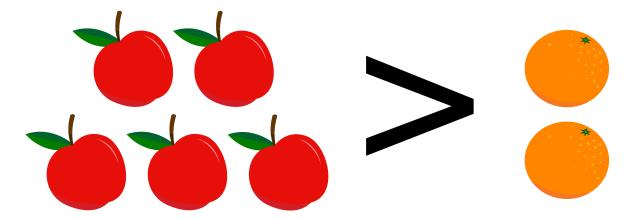
Sheets: Pick a Number, Doc's Shapes, Word Problems 1

Game: Pitstop Addition

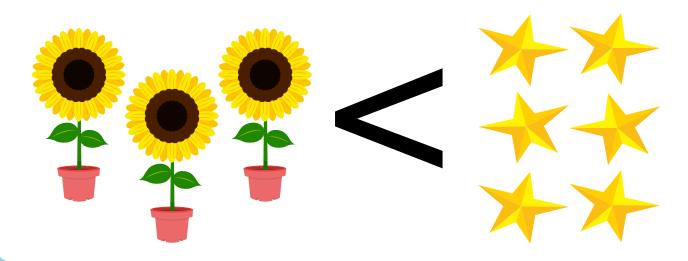


Greater Than, Less Than

There are **more** apples **than** oranges.



There are **less** flowers **than** stars.



10 > 5

10 is greater than 5.

4 < 8

4 is **less than** 8.

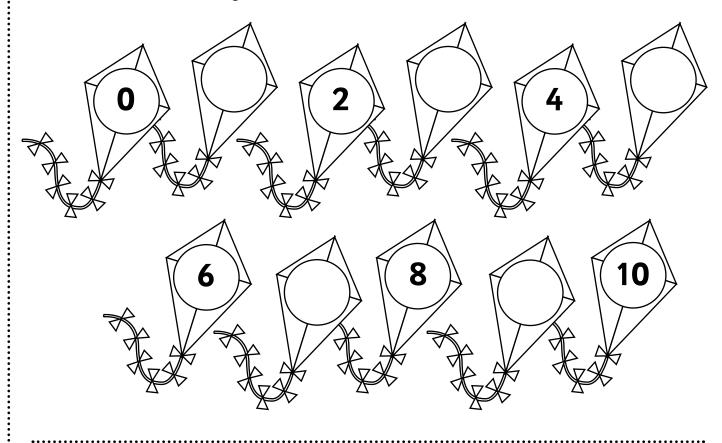
Week 1

Incentive chart for:

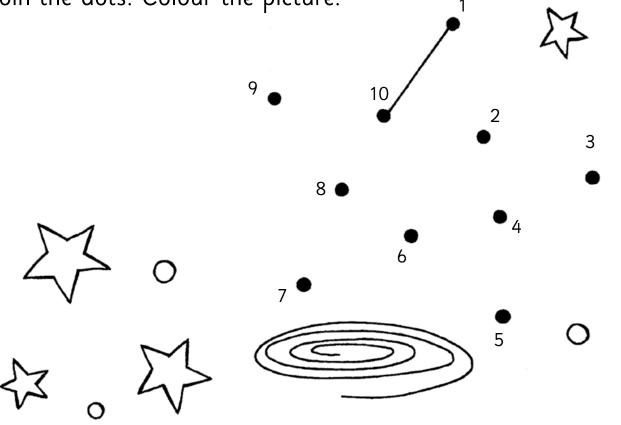
Colour each one when you have completed that day's work.

Week 1	Day 1	Day 2	Day 3	Day 4	Day 5
Online Lesson	20	21	22	23	24
Worksheets					
Day Done!					
Notes/thoug	ghts/ideas				

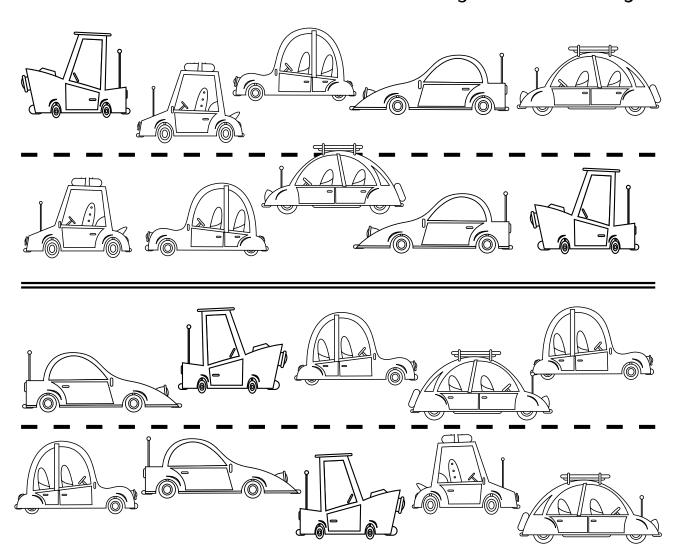
1 Write the missing numbers. Colour the kites.



2 Join the dots. Colour the picture.

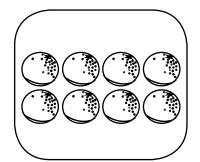


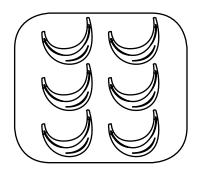
1 Colour the cars. 10 = red, 6 = blue, 3 = yellow and 1 = green.

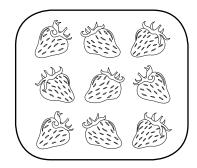


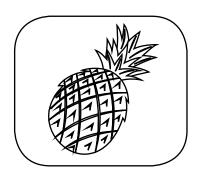
2 Draw 7 purple cars and 5 black cars.

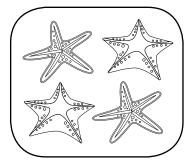
Write the missing numbers. Match to the pictures.





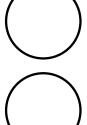


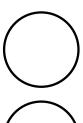




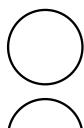




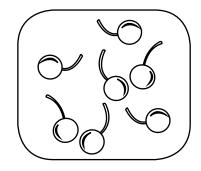


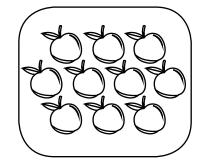


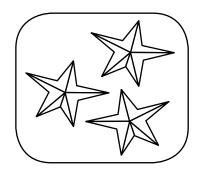


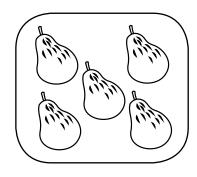


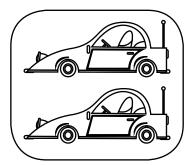




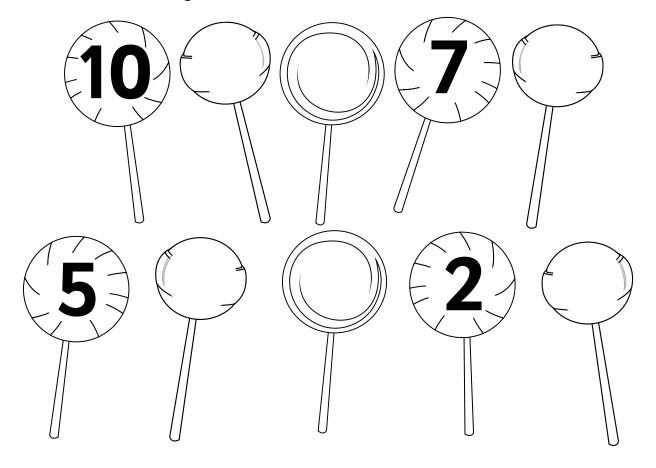








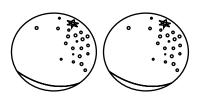
1 Write the missing numbers.



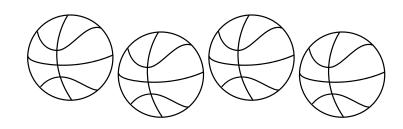
2 Join the dots.

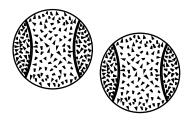


1 Colour the group that has **more** in each row.









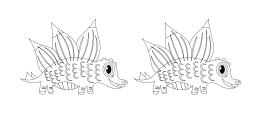


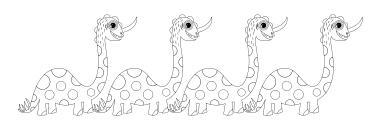


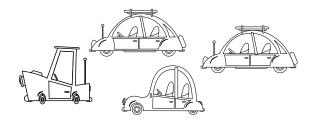
2 Circle the group that has **less** in each row.

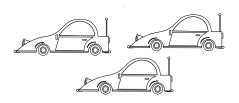




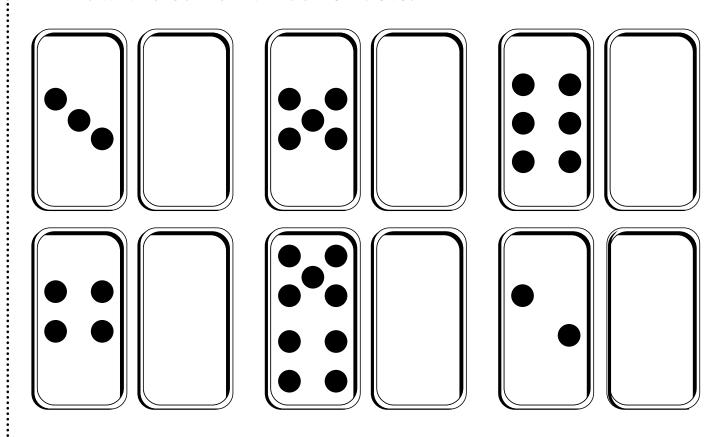




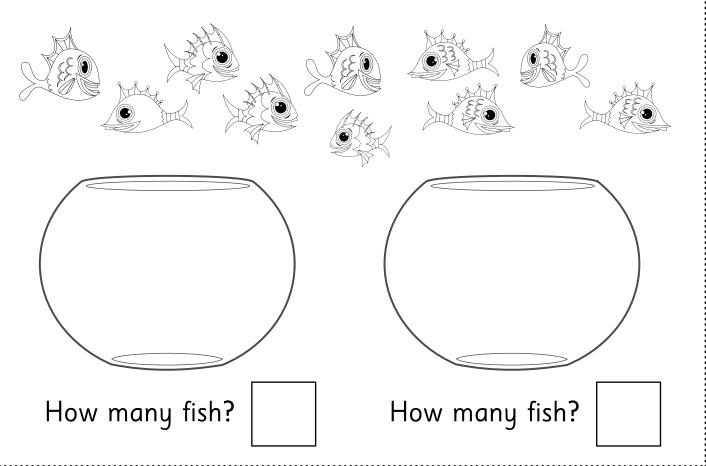




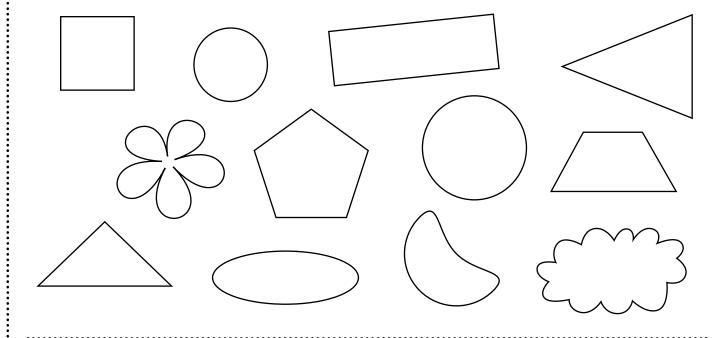
1 Draw the same number of dots.



2 Put the same number of fish in each bowl.



1 Colour the shapes with straight sides pink, curved sides green.



2 Draw a shape

with straight lines.

with curved lines.

3 Trace.

1 Complete. $\sqrt{}=$ yes $\times=$ no

rectangle

triangle

circle

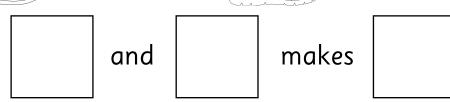
square

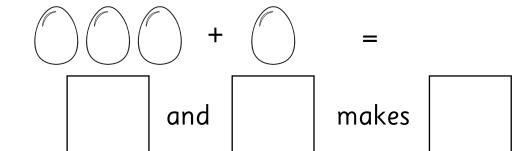
shape	name	straight sides?	curved sides?
	square		X

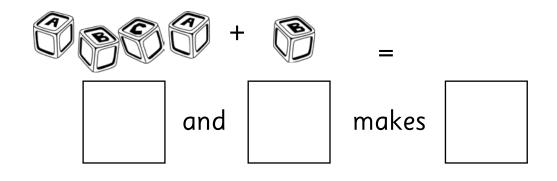
2 Draw a shape with 3 straight sides and 1 curved side.

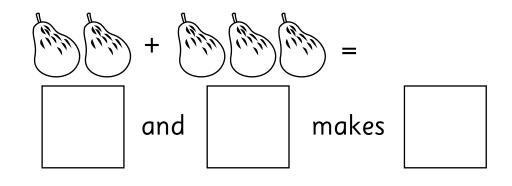
Count and add.



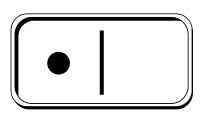








1 Draw, count and find the total.



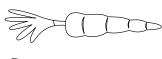
1 + 4 =

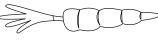


2 + 2 =



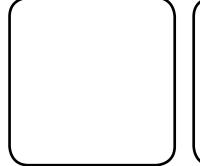
1 + 1 =

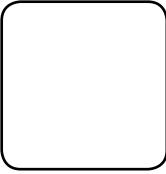




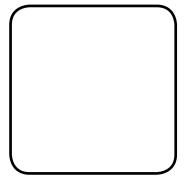
2 + 1 =

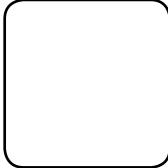
2 Draw two groups to make the total.





	+		=	5
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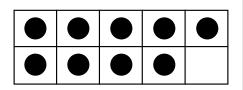




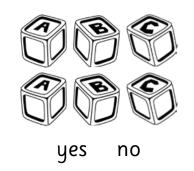
1 Pick a number between 6 and 10. Write it.

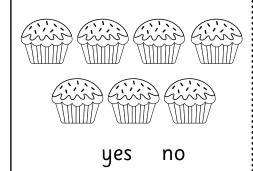


2 Is this your number? Circle yes or no.



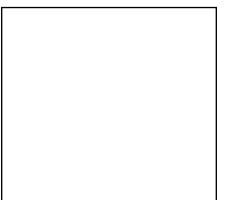
yes no

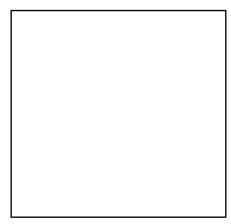




Draw your number in 3 ways.







Write your number word.

Circle your number.



1 Read.

Doc has a box with lots of circles and lots of squares.

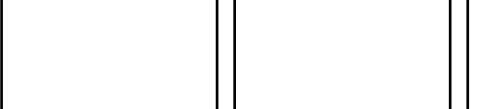
He picks out 3 shapes and puts them down in a line.

What 3 shapes could they be?

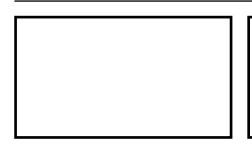
2 <u>Underline</u> the question.

3 Circle the shapes and numbers.

4 Make patterns. Draw the pictures.

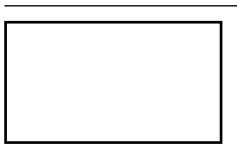




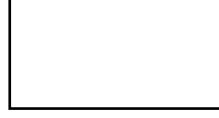


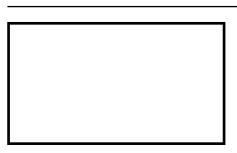






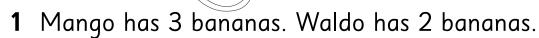


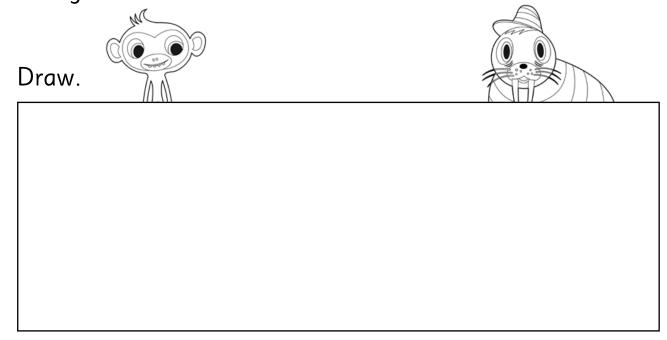




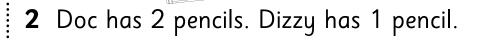


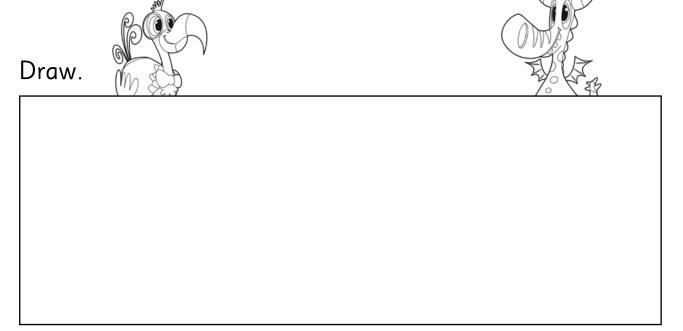
5 I found _____ different ways to solve the problem.











How many altogether?

You will need a die ., counters and a partner .



$$2 + 2 = \longrightarrow 4 + 0 =$$

Finish

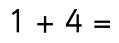
$$3 + 0 =$$



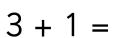
$$2 + 1 =$$

HOW TO PLAY

- 1 Both players put their markers on the 'Start'.
- 2 Take it in turns.
- **3** Each player solves the addition sum on the 'pitstop' they land on.
- **4** Check other's answers. Move back one place if you get it wrong.
- **5** The winner is the first to reach the 'Finish' line.



$$5 + 0 =$$



1 + 2 =



$$2 + 0 =$$

