Mathseeds

Between Year 1 and Year 2

BACK ON TRACK

MATHS • WEEK 1

Breeze through to Year 2

Welcome!

This Back On Track programme provides a great way to help your child make the successful transition into Year 2. 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.
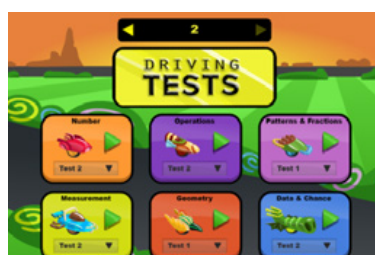
If your child is not working at the correct level you can adjust it by clicking here.
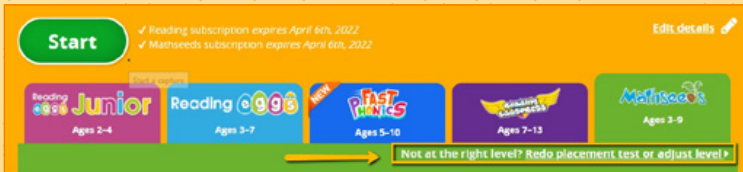
Select the programme that you wish to adjust your progress for, then use the dropdown menus to adjust.
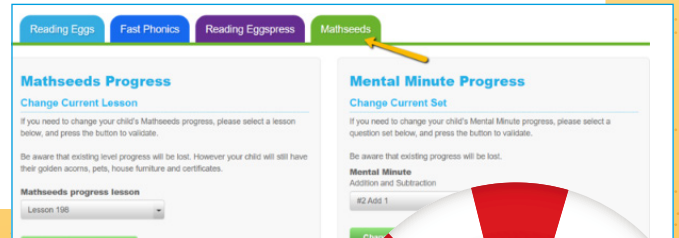
The **Mental Minute** section is on the student navigation page. There are two sections, the + and – section, and the x and ÷ section. If you need to adjust the progress of the **Mental Minute** sprints you can do so in *Redo placement test or adjust level* as shown above.

Your child is now ready to begin!

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

Let's start Week 1

The team behind Mathseeds have created this Back On Track programme that is guaranteed 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 2.

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 Year 1 maths concepts. In addition, each weekly booklet contains a set of carefully selected activity sheets to really boost your child's maths skills, getting them ready and excited for Year 2!

Keeping on track 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 **59** go to the *Family Dashboard*.

   👉 Click on the **Adjust level** link.

   👉 Choose the **Mathseeds** tab and set the **Change Current Lesson** to **Lesson 59**.

   👉 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 2

Week 1

Day 1 focus: Area
Online lesson: Lesson 59 – Area
Worksheets: Compare Areas, Area in Squares

Day 2 focus: Counting 20–20
Online lesson: Lesson 60 – Counting 20-30
Worksheets: Match and Count, Compare and Order

Day 3 focus: Halves
Online lesson: Lesson 61 – Wholes and Halves
Worksheets: Wholes and Halves, Make Halves

Day 4 focus: 3-D Shapes
Online lesson: Lesson 62 – Sorting 3-D Shapes
Worksheets: Stack and Roll, Sort 3-D Shapes

Day 5 focus: Ordinal Numbers
Online lesson: Lesson 63 – Ordinal Numbers
Worksheets: 1st to 10th, Order the Numbers

Week 1 Bonus

Poster: Sorting Shapes
Online: Mental Minute + – Badges 83–84, Driving Tests Grade 1 Number 1–3, Driving Tests Grade 1 Patterns and Fractions 1–6, Driving Tests Grade 1 Geometry 1–8
Sheets: 8 Squares, Dizzy's Secret Number, Bow Ties
Game: Area Grab
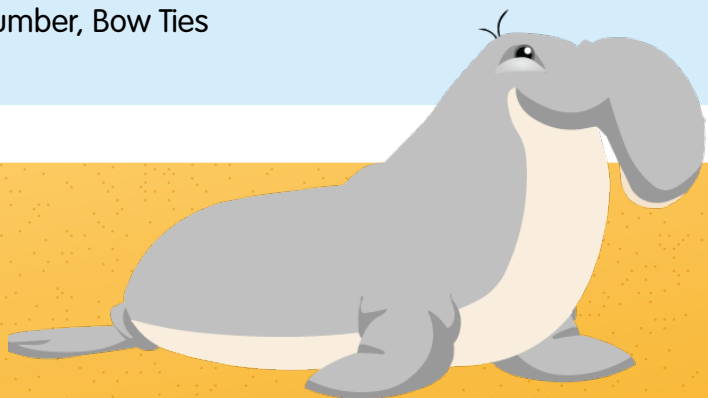
Sorting Shapes

2-D • Flat shapes
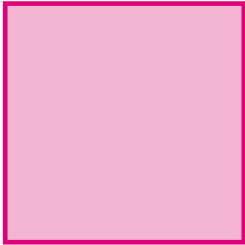
square
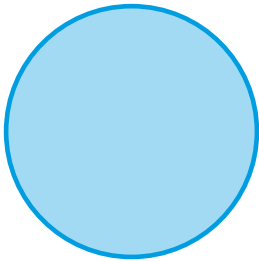
circle
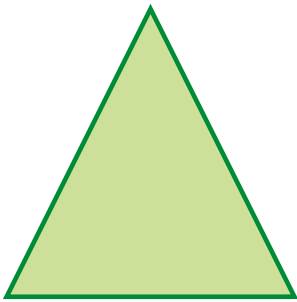
triangle
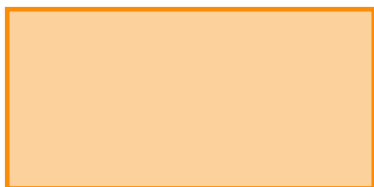
rectangle

3-D • Solid shapes
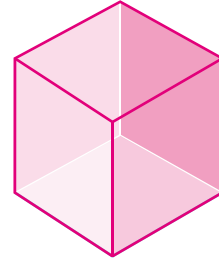
cube
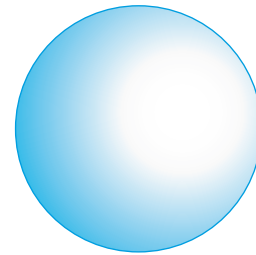
sphere

cone

cylinder

5
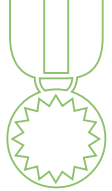
Week 1

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

Week 1	Monday	Tuesday	Wednesday	Thursday	Friday
Online Lesson	59	60	61	62	63
Worksheets					
Day Done!					

Notes/thoughts/ideas

_____

_____

_____

_____

_____

_____

_____

1 Colour.

the bigger footprint in
each pair
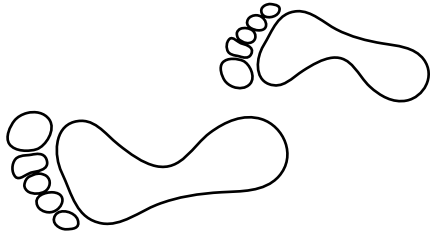
the smaller footprint in
each pair
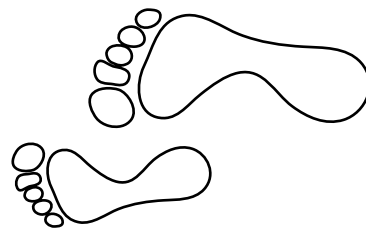
2 Colour the shape with the **smallest** area.
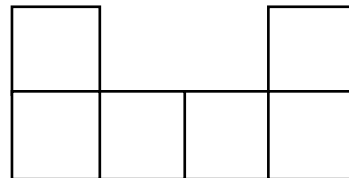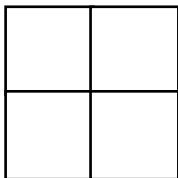
3 Colour the shape with the **biggest** area.
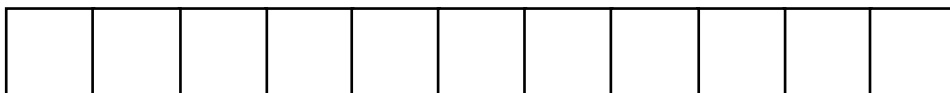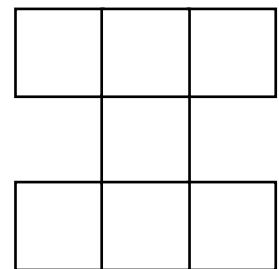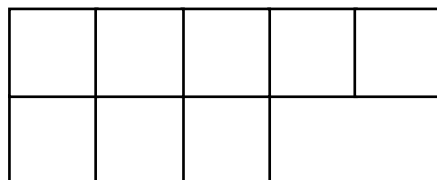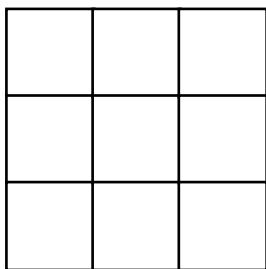
1 Count the squares. Write the total number.
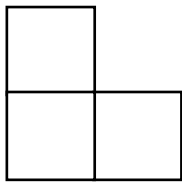
_____ squares
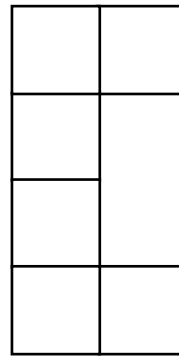
_____ squares
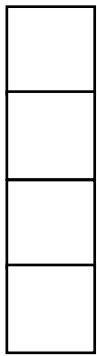
_____ squares
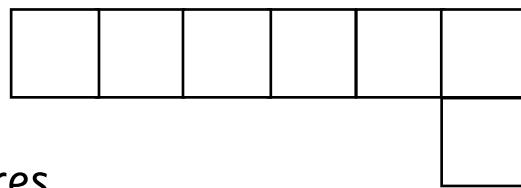
_____ squares

Circle the shape that has the largest area.

2 Draw and colour.
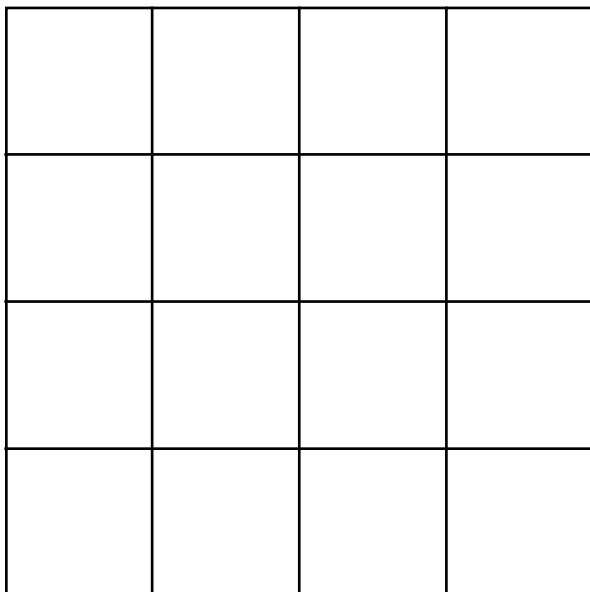
a shape that covers
6 squares
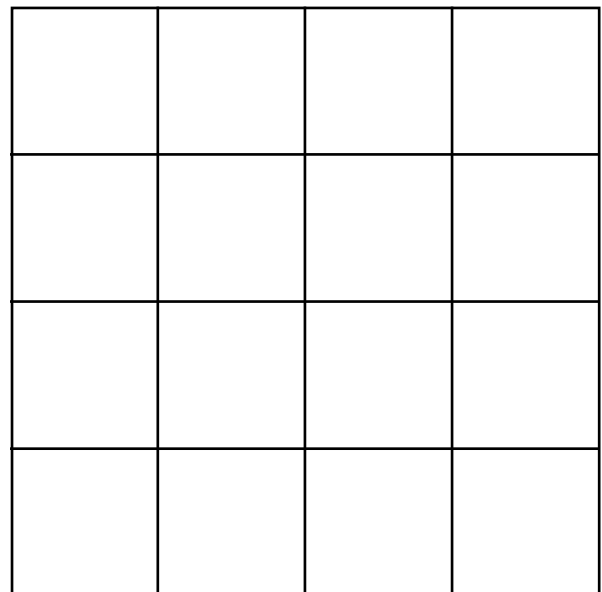
a shape that covers
12 squares

1 Match the number words and numerals.

thirty	**20**	
twenty-five	**21**	twenty-three
twenty-nine	**22**	twenty-six
twenty	**23**	twenty-one
twenty-two	**24**	twenty-eight
twenty-seven	**25**	twenty-four

thirty | twenty-five | twenty-nine | twenty | twenty-two | twenty-seven

20 21 22 23 24 25 26 27 28 29 30
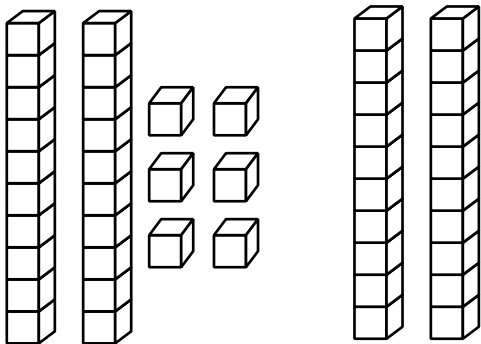
twenty-three twenty-six twenty-one twenty-eight twenty-four

2 Write the number.
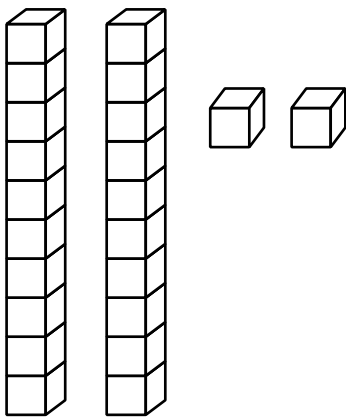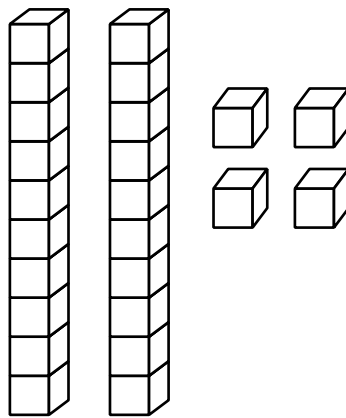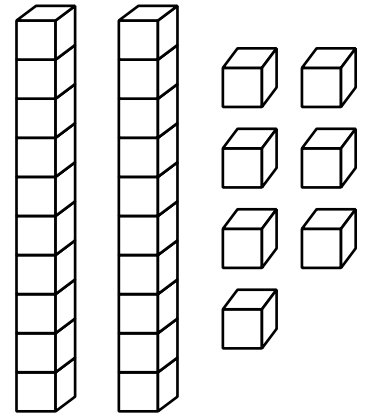
1 Write the numbers. Colour the larger number.
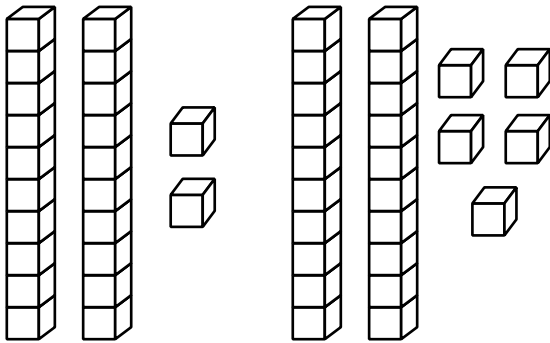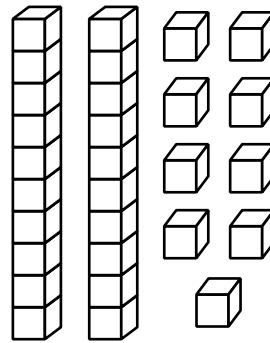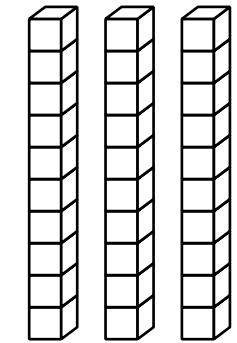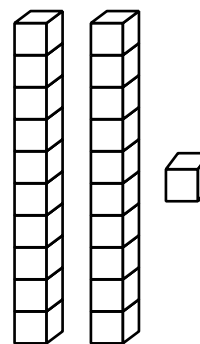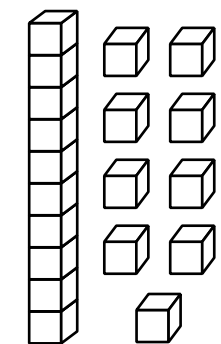
2 Write
one more than

(**21**) ____ (**29**) ____ (**27**) ____ (**24**) ____

one less than

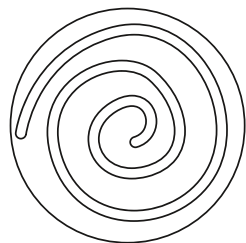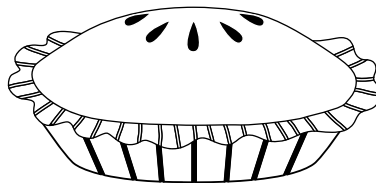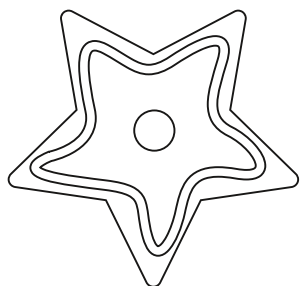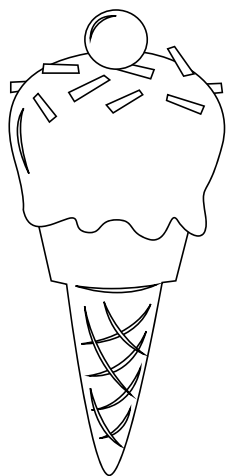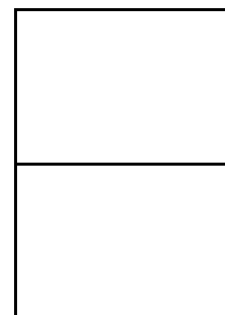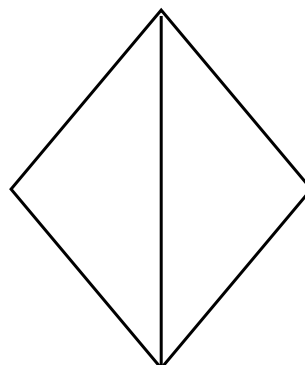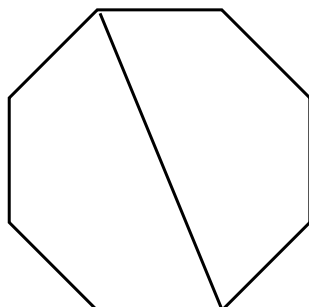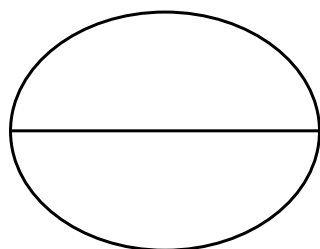(**23**) ____ (**26**) ____ (**21**) ____ (**28**) ____

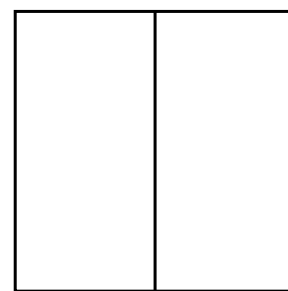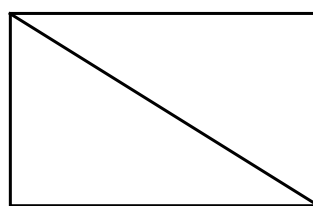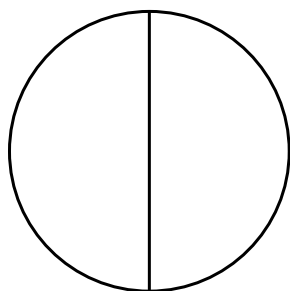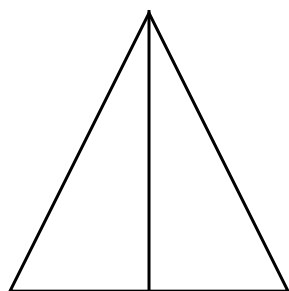**1** Colour the halves in red and the wholes in blue.
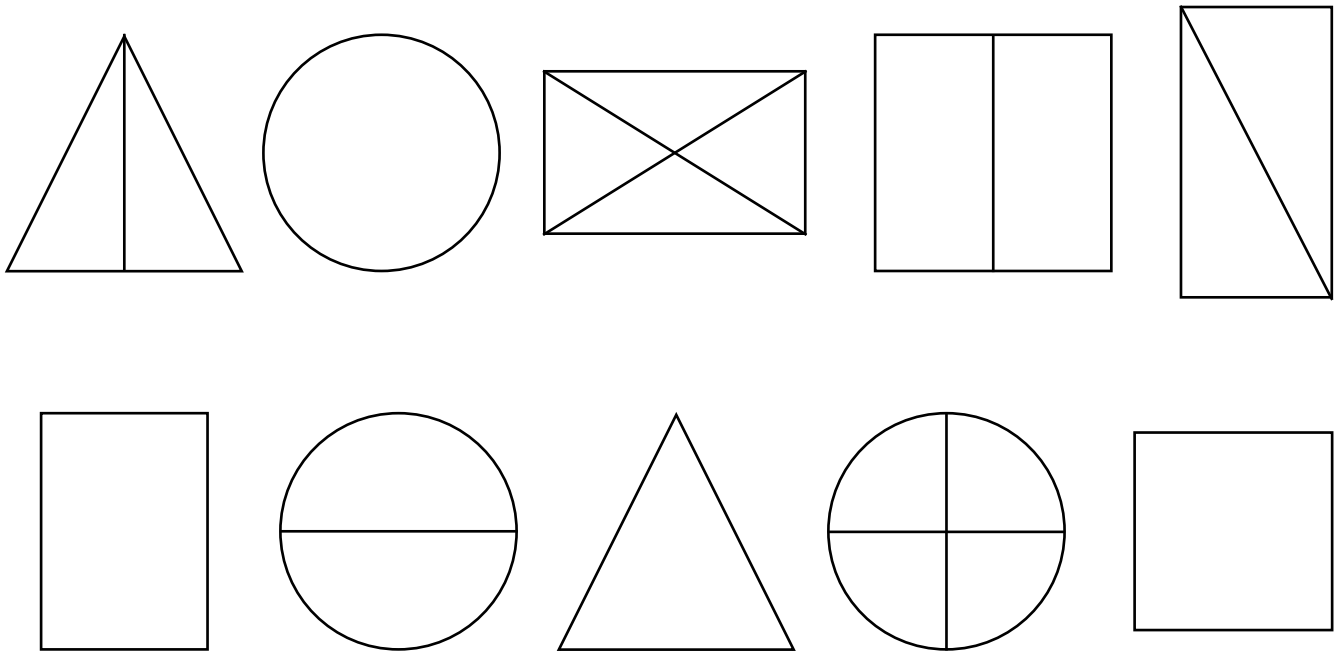
2 Circle the things cut into halves.
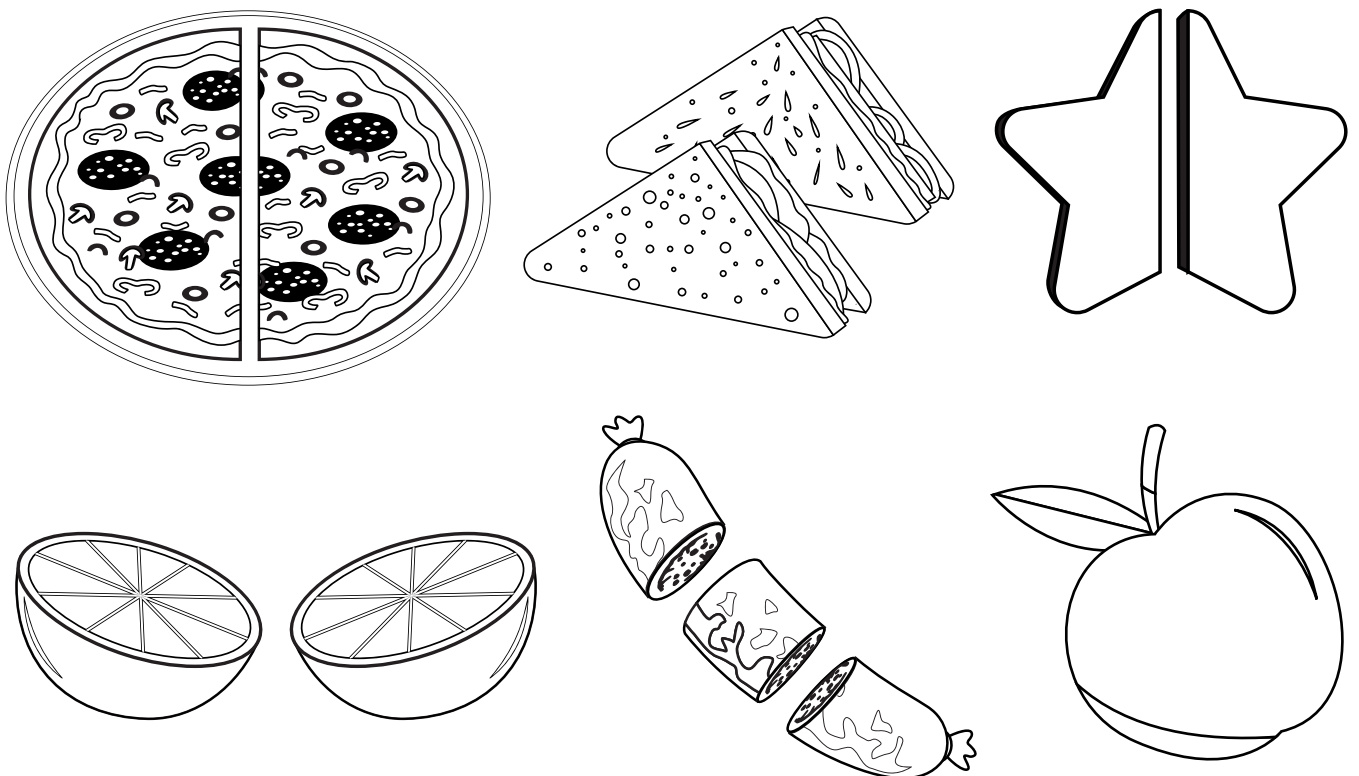
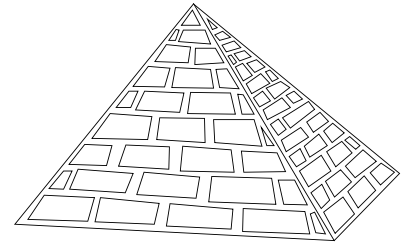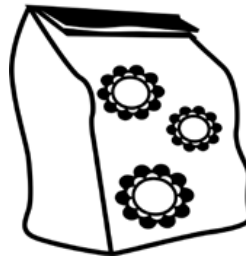**1** Draw a line to cut these foods in half.
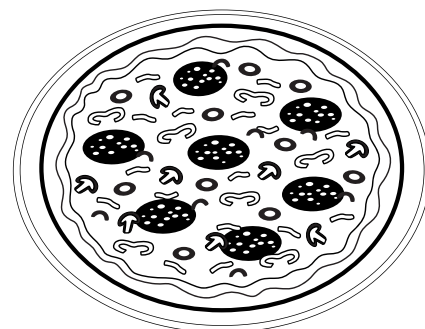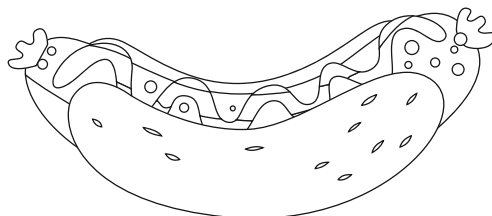
2 Colour half of each shape.

1 Circle the objects that roll when pushed.
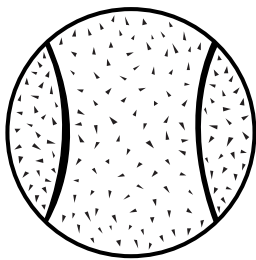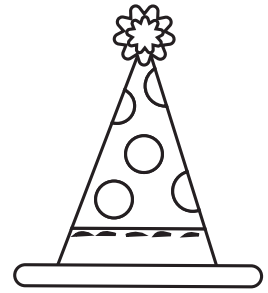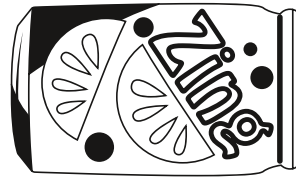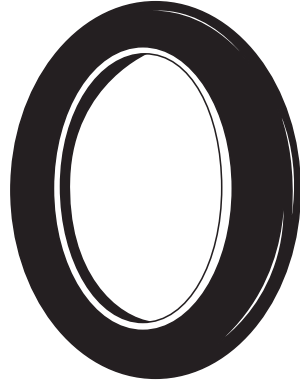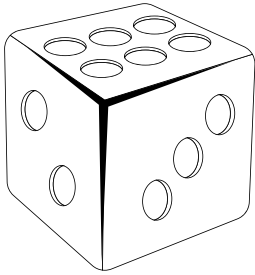
2 Finish each sentence. | can   cannot   roll   stack |
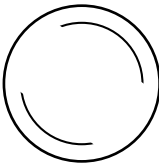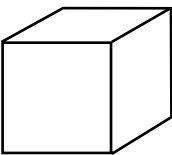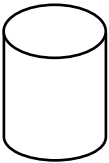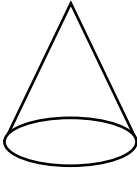
Objects with flat faces can _____ .

Objects with curved surfaces can _____ .

Objects with a point on top _____ stack.
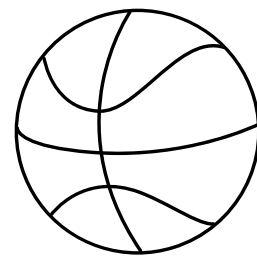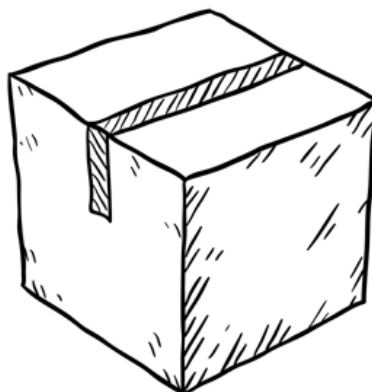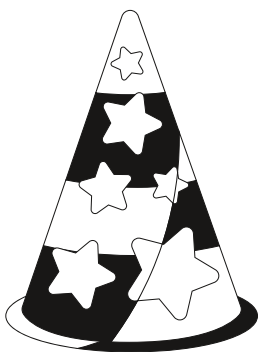
1 Complete the table. ✓ for yes ✗ for no.

	can roll	can slide	can stack
(sphere)			
(cube)			
(cylinder)			
(cone)			

2 Colour the 3-D shapes.
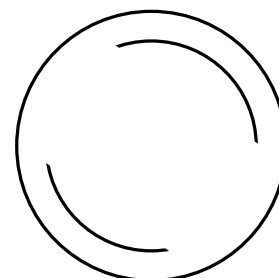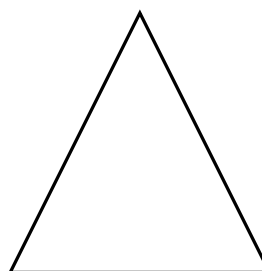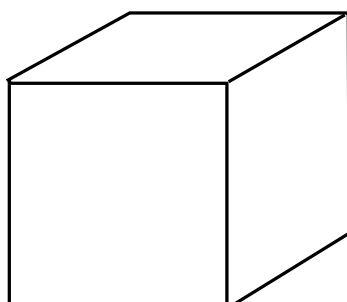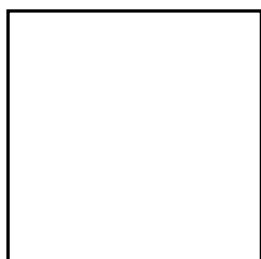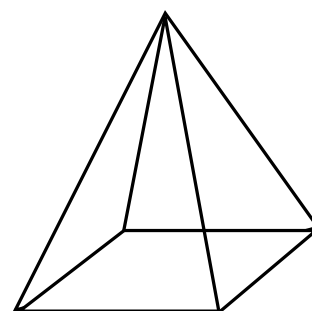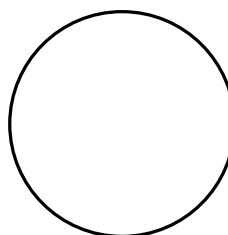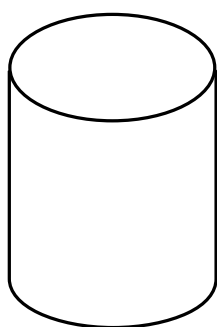
1 Match each word to its number.

| first | second | third | fourth | fifth |

| 3rd | 4th | 1st | 5th | 2nd |

| 8th | 6th | 10th | 7th | 9th |

| sixth | seventh | eighth | ninth | tenth |

2 Complete the prize ribbons.

1 — 1st
2
3
4
5

6
7
8
9
10

1 Colour.

3rd and 6th <u>green</u>   2nd and 9th <u>blue</u>
1st and 10th <u>yellow</u>   4th and 8th <u>orange</u>
5th and 7th <u>red</u>

Finish
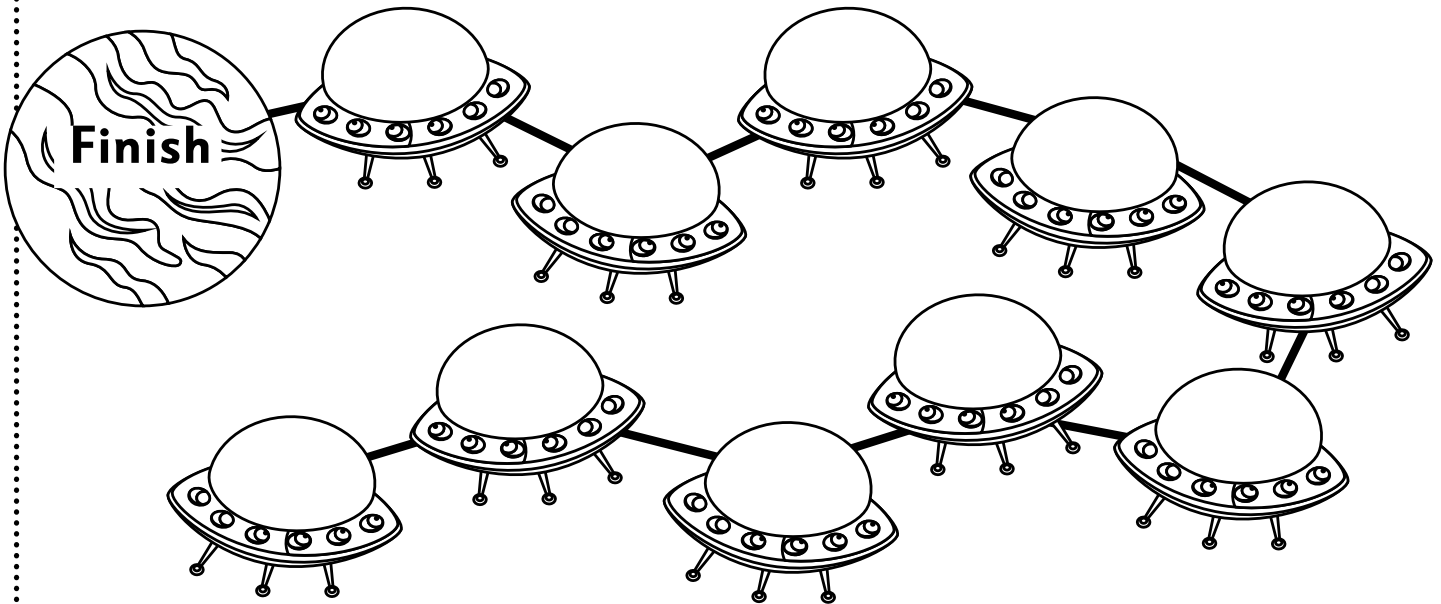
2 Write the missing numbers on the stones.

2nd   **4th**

10th   **8th**   **7th**
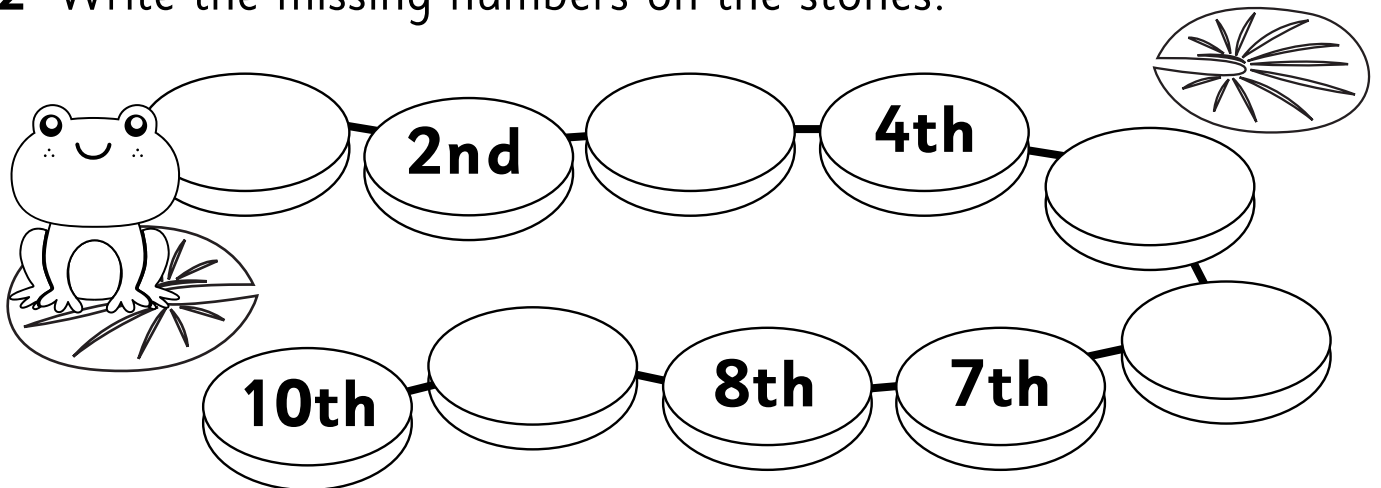
3 Write the ordinal number words in order from 1st to 5th.

1 Read.

Waldo drew a shape that covered 8 squares.
Then he drew some more shapes that each covered 8 squares. What might the shapes be?

2 Underline the question.   **3** Circle the facts.

4 Draw pictures to solve the problem.
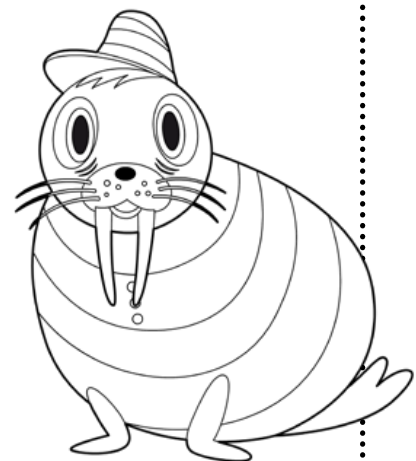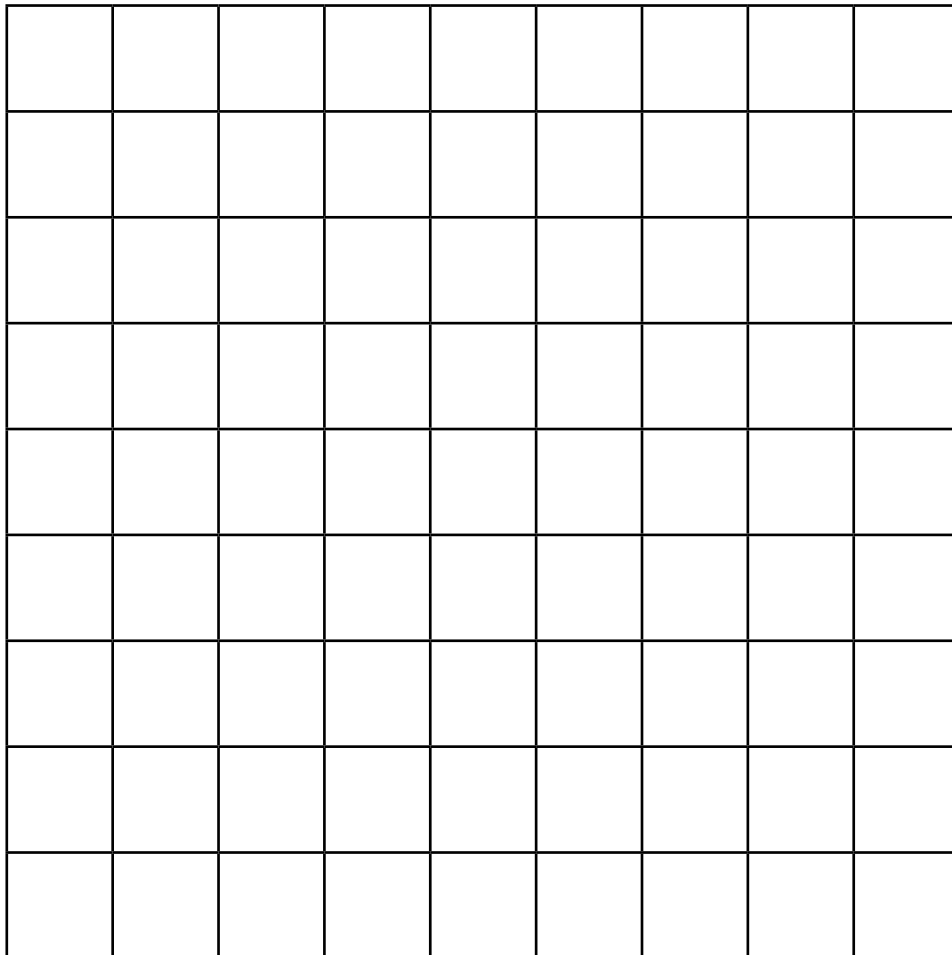
5 How many shapes did you draw? _____

6 Compare your shapes with a partner's.
Are any of your shapes the same?

1 Read.

Dizzy is thinking of a number. It is between 1 and 30. It has two digits. It has a 0 in it. What number might it be?
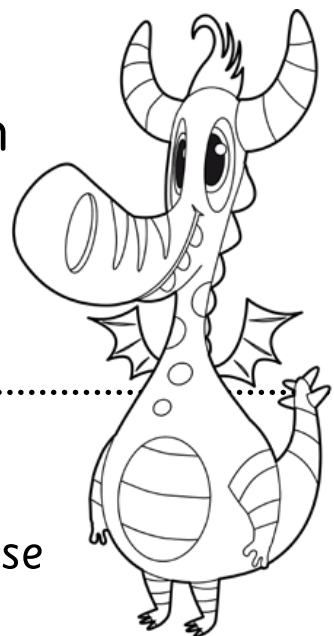
2 <u>Underline</u> the question.   **3** Circle the facts.

4 Make a list of numbers 1–30. Cross out those you don't need.

CLUE! Dizzy's is the smallest number. It is number _____

5 Share your answer with a partner. Talk about why making a list of numbers is a good strategy to solve this problem.

1 Read.

Doc has a red tie, a yellow tie and a green tie. On the 1st day he wore his red tie. On the 2nd day he wore his yellow tie. On the 3rd day he wore his green tie. Follow the pattern. What colour tie will Doc wear on the 10th day?

2 Underline the question.   **3** Circle the facts.
4 Use the table to solve the problem.

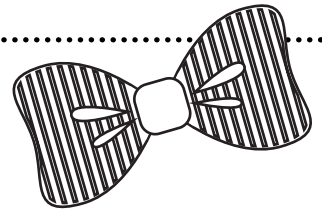| 1st day	2nd day	3rd day	4th day	5th day
6th day	**7th day**	**8th day**	**9th day**	**10th day**

Doc will wear a _____ tie on the 10th day.

5 Think of another way to solve this problem.
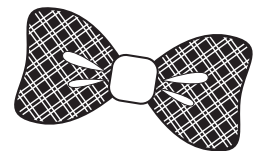
You will need a partner ☺, 2 coloured pencils ✏✏ and this sheet.

1 Colour any one square on the grid in your colour.

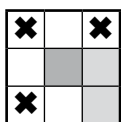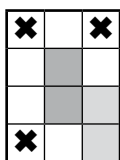**2** Your partner colours two squares, one of which must be next to yours.

3 You colour three squares, starting from next to your first one.

4 They colour four squares, starting from next to one of theirs.

5 Take turns colouring more and more squares until someone cannot go.

6 Each of you counts your colour squares. The winner has the largest area.

After your first go, you can only colour in squares that share a side with a square that is already in your colour. For example:
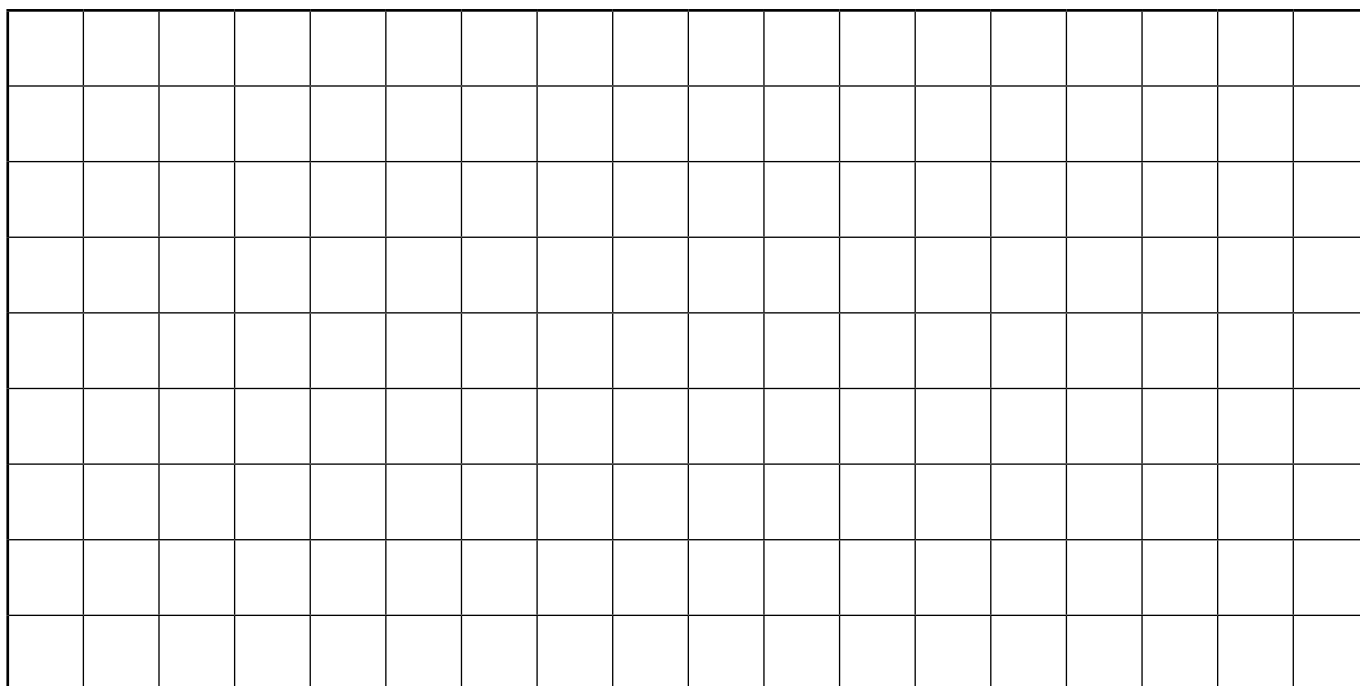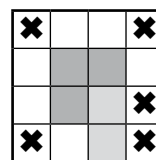
Turn 3 starts with 3 possible squares.	Colour 1 square and there are 4 options for the 2nd square.	Colour a 2nd square and there are 6 options for the 3rd square.

Mathseeds

Great Start

Week 1 is done!

Blake e-LEARNING