

Mathseeds

Between Reception and Year 1

BACK ON TRACK

MATHS • WEEK 2

Get on Track
for Year 1



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Welcome to Week 2

This week we focus on the value of practise and repetition in learning mathematical skills and knowledge.

Learning any new skill takes time. To master new skills in mathematics, children need plenty of time and practise. This is why the **Mathseeds** programme provides so many different activities for children to practise new concepts. Your child will apply each new skill in a variety of interesting animated activities. By doing this, children gain fluency and flexibility with numbers, a collection of skills known as number sense.

Every **Mathseeds** lesson includes a variety of interactive activities where children practise new skills. These short, focused activities are set in meaningful contexts and use *repetition with variation* to consolidate a child's grasp of the topic. This programme moves through our carefully planned progression of lessons, revisiting core topics, and essential learnings.

Within the **Mathseeds** Back On Track programme weekly overview, we have also suggested that students complete a series of activities called **Driving Tests**. This section consists of short quizzes that assess your child's skills and knowledge with a fun reward game to keep them motivated.

The **Mathseeds Driving Tests** provide:

- Comprehensive coverage of all R–3 maths topics.
- Six core content areas: number, operations, patterns and fractions, measurement, geometry and data.
- Questions targeting key concepts, strategies and vocabulary for student practise.
- Question formats that are clear and easy to follow, providing repetition with variation.
- Question sets that increase in difficulty level to challenge students.
- Built-in reward games to motivate students to make real progress.
- An opportunity for all students to experience success and take pride in their achievements.

If time and enthusiasm allows, encourage your child to work on the suggested **Driving Tests**, practising the skills and knowledge they have learnt that day.

This booklet is the second of ten weekly booklets you will receive in the programme. The **Mathseeds** Back On Track programme provides a great way to make sure that your child knows the essentials they need. We know your child will enjoy learning on **Mathseeds** because **Mathseeds** makes learning fun!



Back On Track for Year 1

Week 2

Day 1 focus: Number Lines

Online lesson: Lesson 25 – Number Lines 1-10

Worksheets: Number Line Match, Number Line Work

Day 2 focus: Length

Online lesson: Lesson 26 – Long and Short

Worksheets: Length Words, Match and Draw

Day 3 focus: Patterns

Online lesson: Lesson 27 – Patterns

Worksheets: Continue Patterns, Complete Patterns

Day 4 focus: Number Lines 2

Online lesson: Lesson 28 – Number lines 2

Worksheets: Count Forwards and Back, Before and After

Day 5 focus: Weight

Online lesson: Lesson 29 – Heavy and Light

Worksheets: Weight Words, Compare Weights

Week 2 Bonus

Poster: Measurement

Online: Driving Tests Early Number 9, Early Measurement 1-12, Early Patterns 1-3

Sheets: Scavenger Hunt, Bead Necklaces, Hefting

Game: Tall Towers



Measurement

small



big

tall



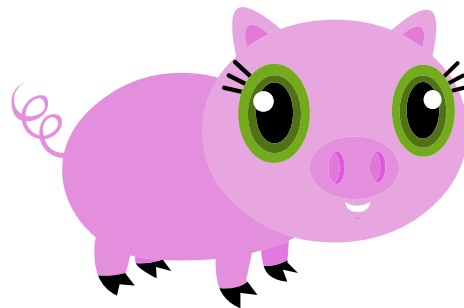
short



light



heavy



long



short






Week 2


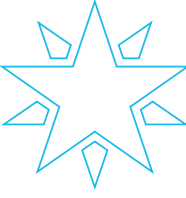
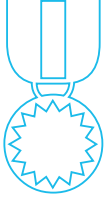
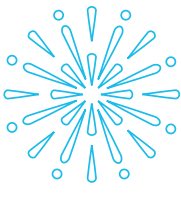

Incentive chart for:

Empty rounded rectangular box for student name.

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

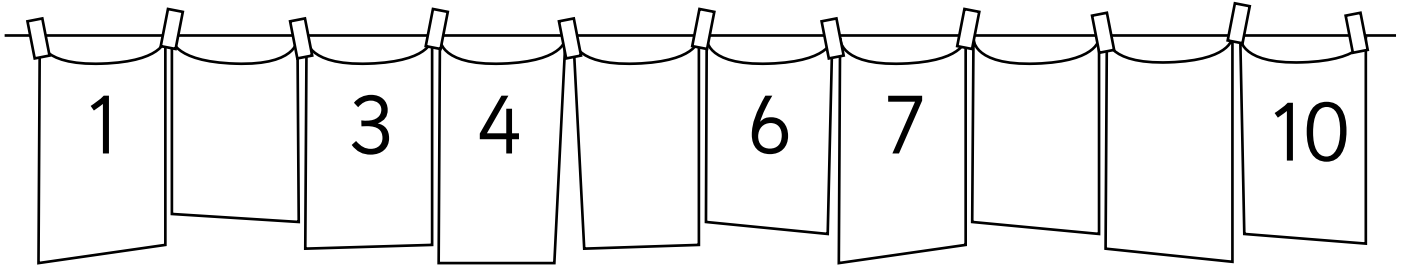
Week 2	Day 1	Day 2	Day 3	Day 4	Day 5
Online Lesson	25	26	27	28	29

Worksheets					
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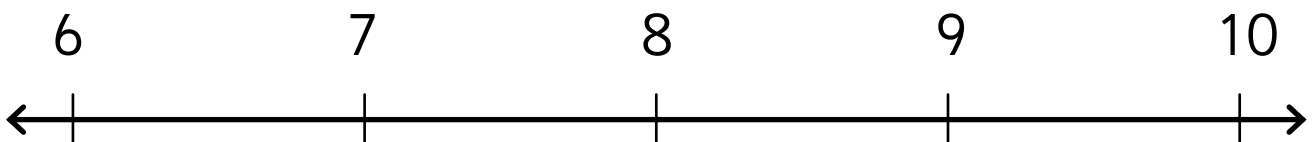
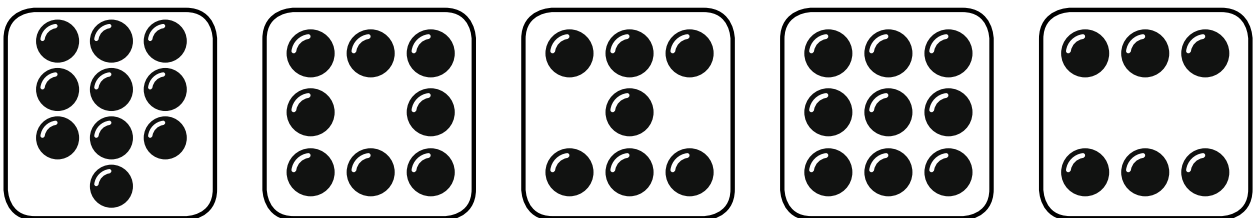
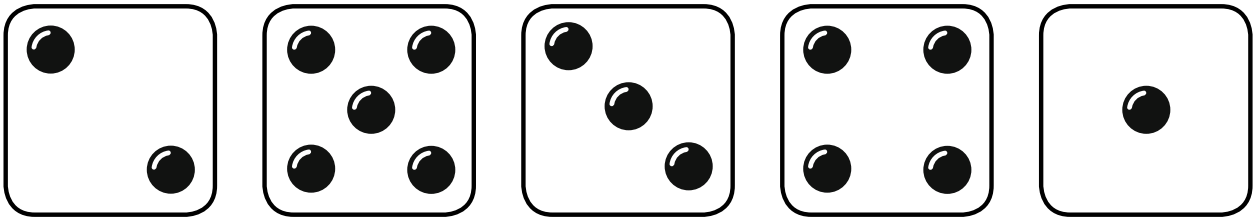
Day Done!					
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Notes/thoughts/ideas

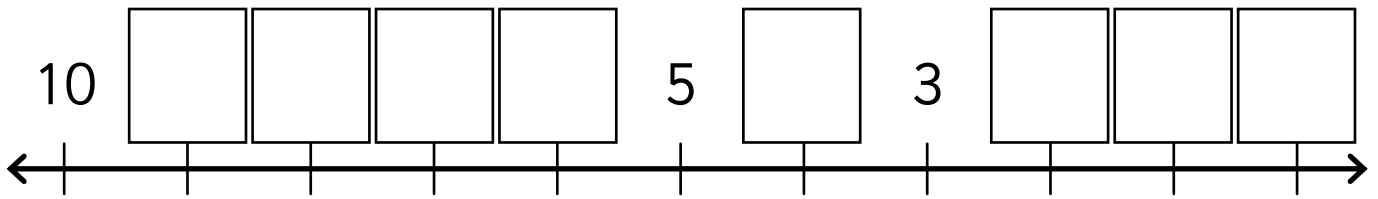
1 Complete the number line.



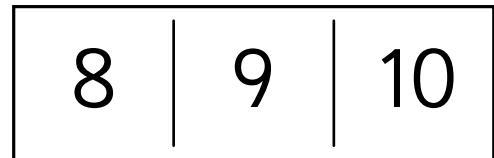
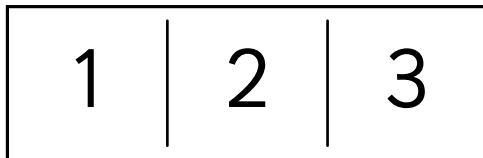
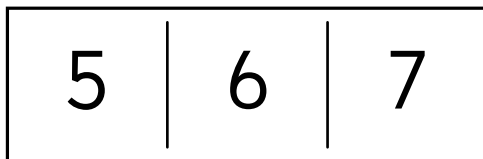
2 Count the dots. Join to the number line.



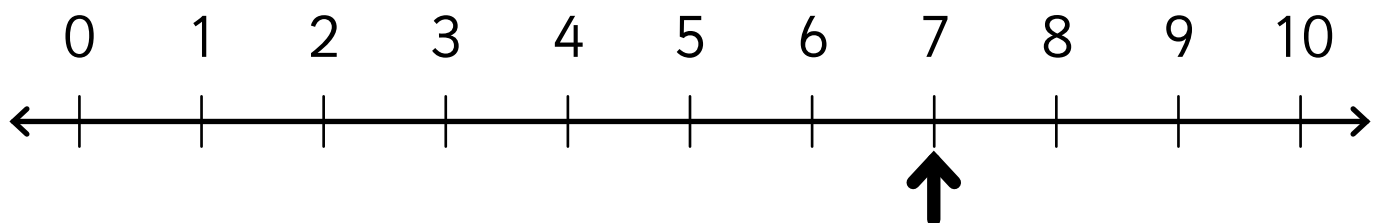
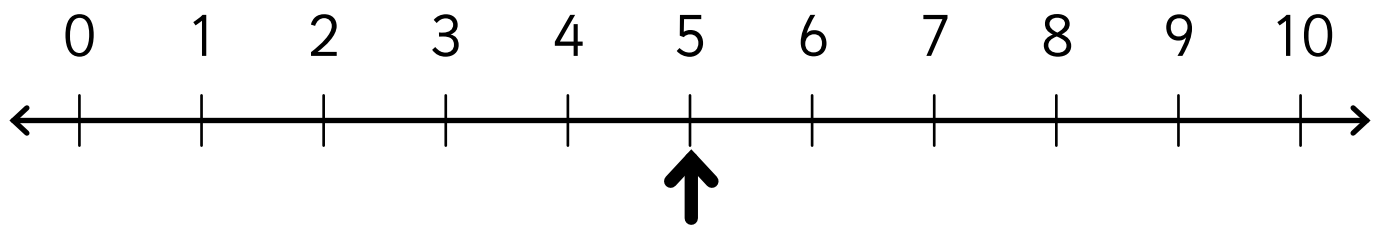
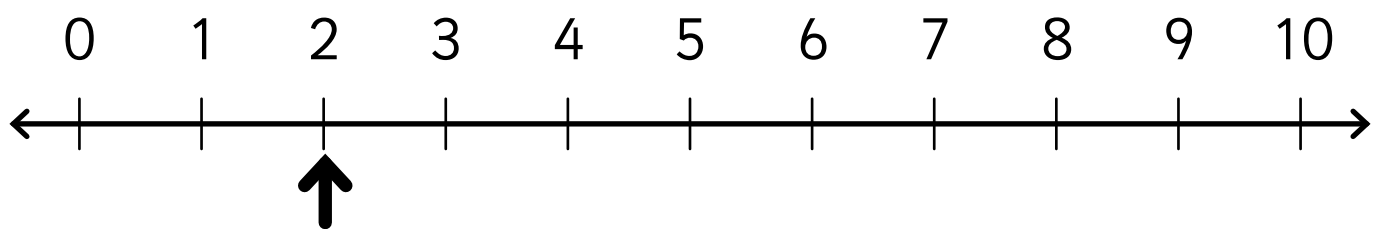
1 Complete the number line.



2 Join the pieces together.



3 Count forwards 3 places. Circle the number.



1 Trace and write.

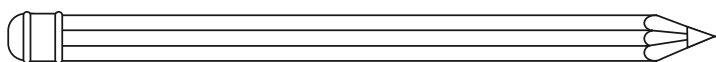
short

long

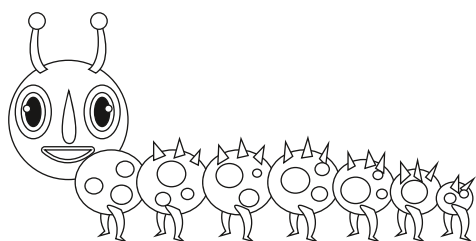
2 Match each picture to a word.



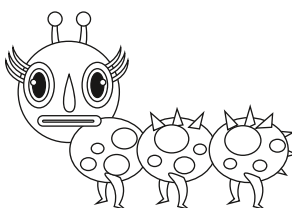
longer



shorter



longer



shorter

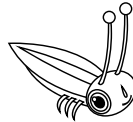
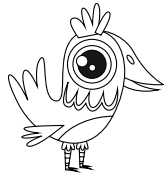
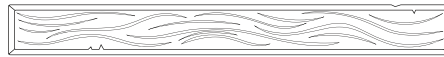
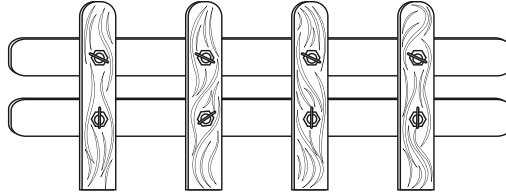
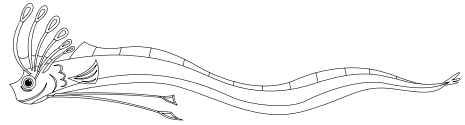
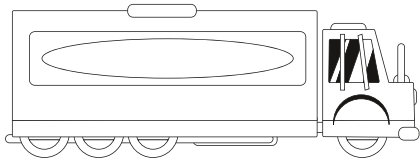


longer

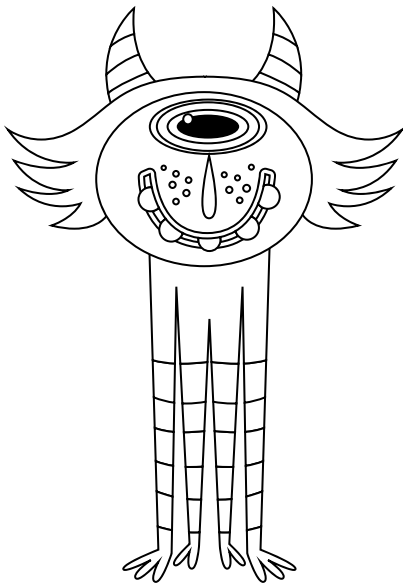


shorter

1 Join **long** things to Dizzy and **short** things to Doc.



2 Draw.

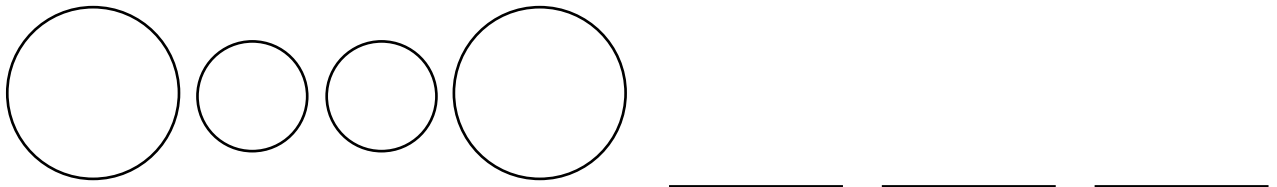
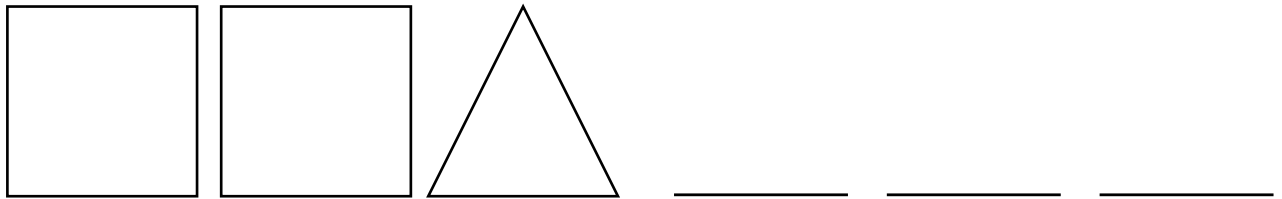
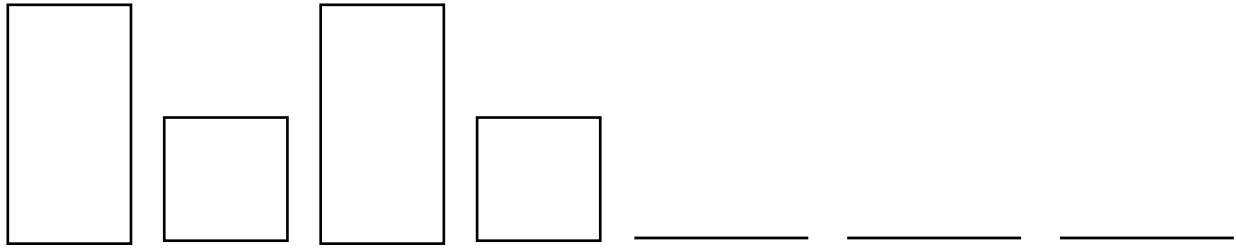


a shorter monster

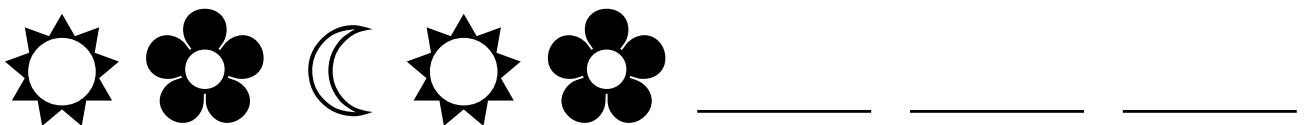


a longer worm

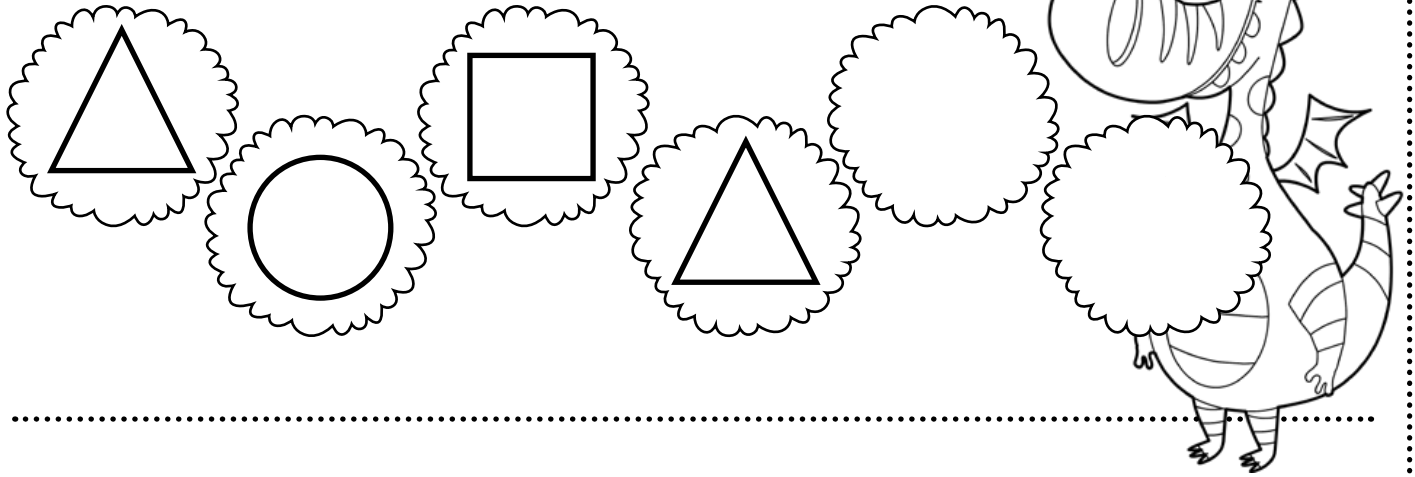
1 Draw the next three shapes in each row.



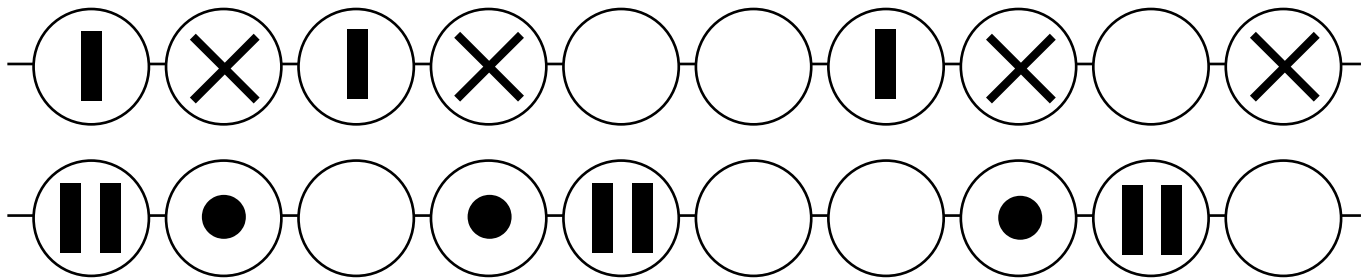
2 Draw the next three things in each pattern.



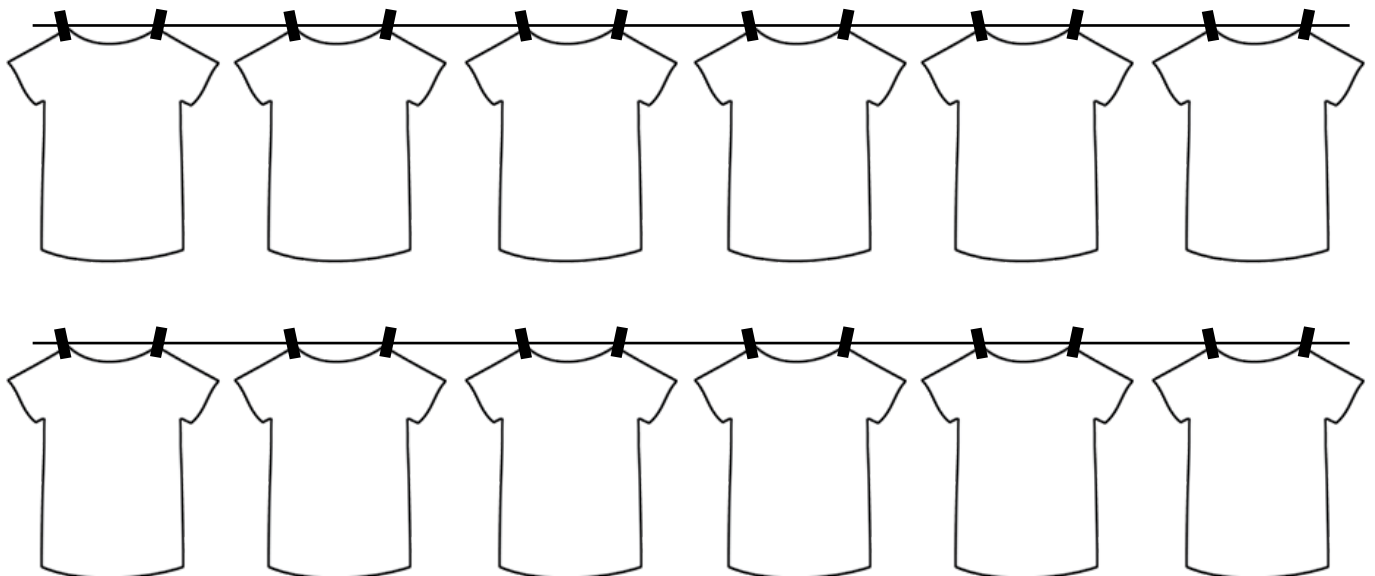
1 Complete Dizzy's pattern.



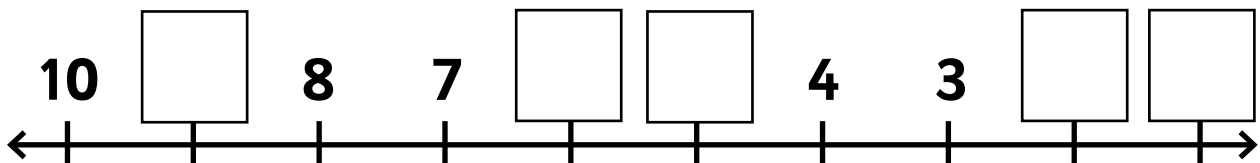
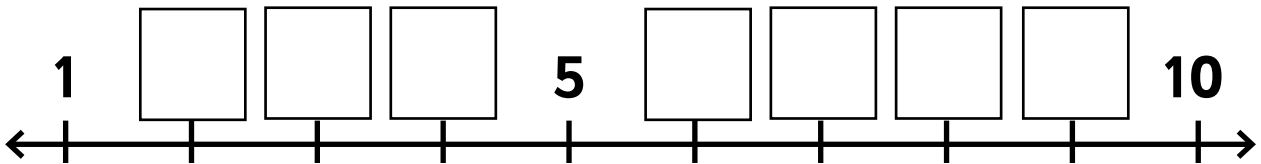
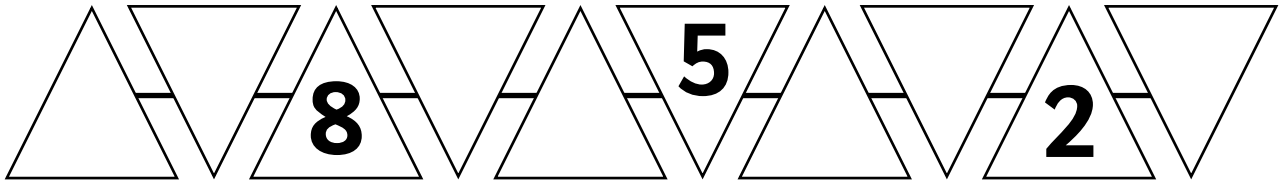
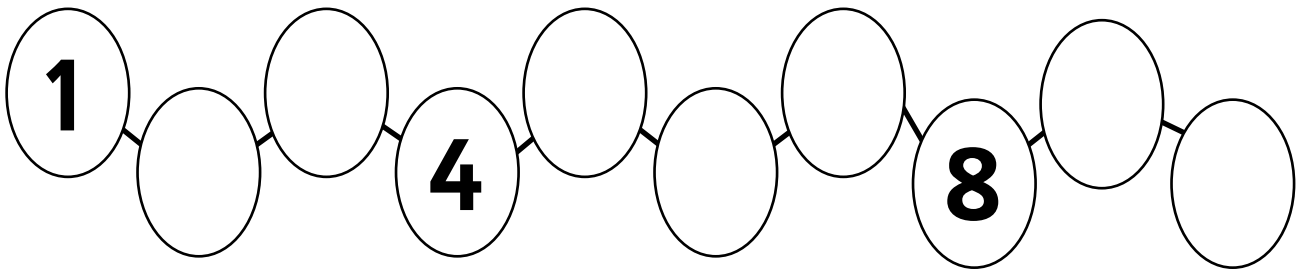
2 Draw in the missing beads.



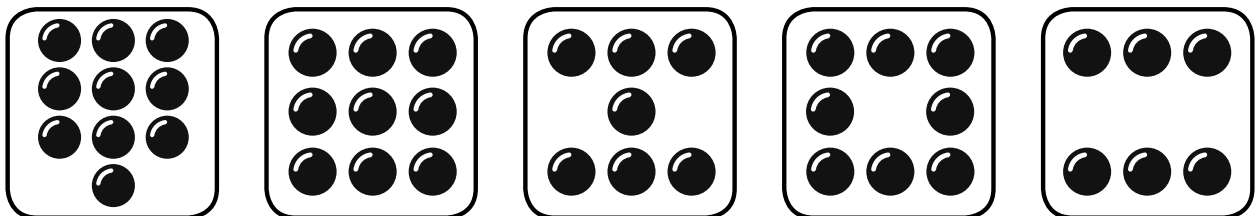
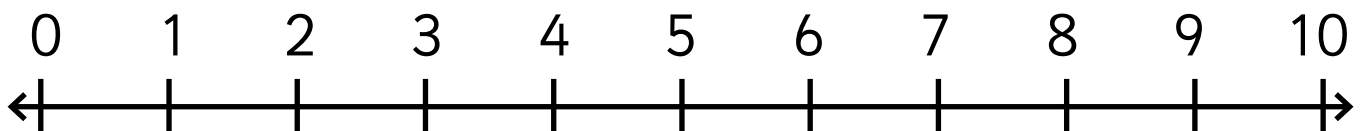
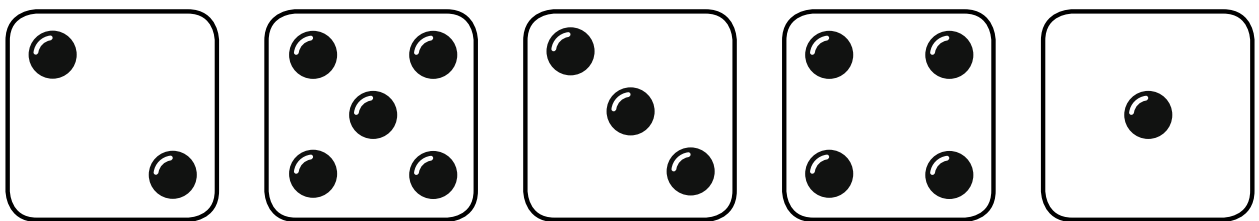
3 Colour these shirts to make a pattern.



1 Complete each number line.



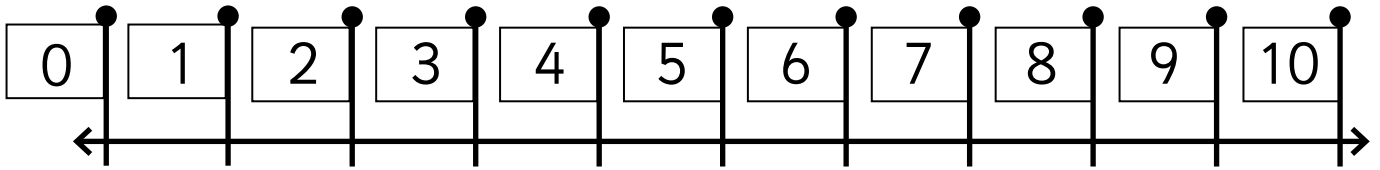
2 Join each dot pattern to its number.



1 Colour the number.

before 3.

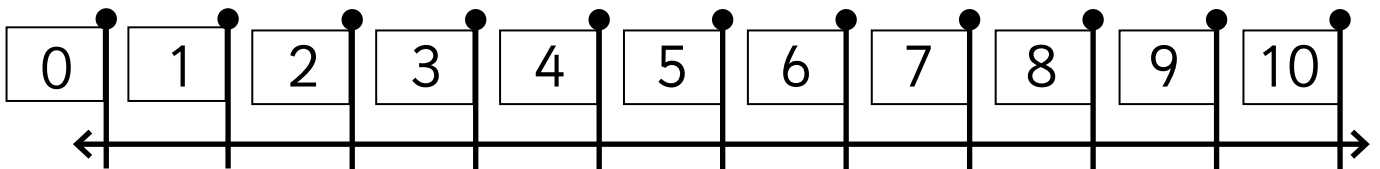
after 7.



2

before 7.

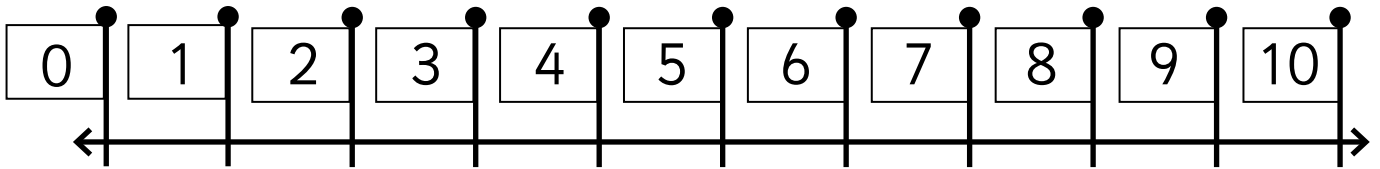
after 9.



3

before 10.

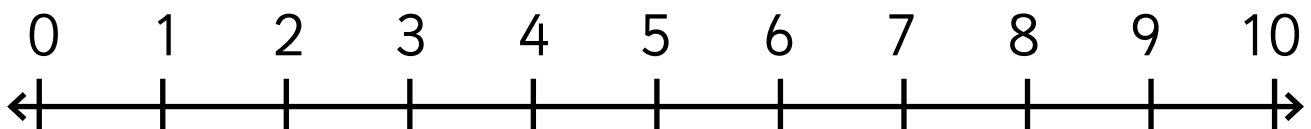
after 2.



4 Circle the number.

before 5.

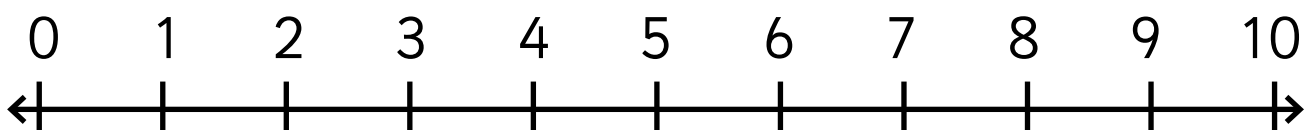
after 9



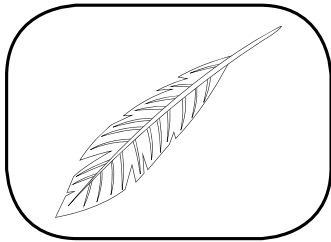
5

before 9.

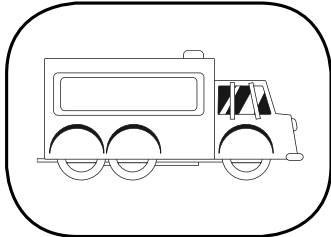
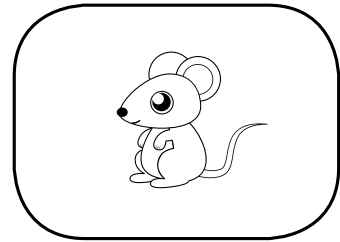
after 4



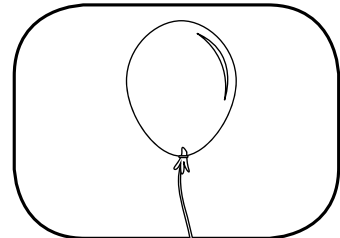
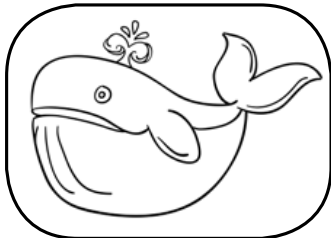
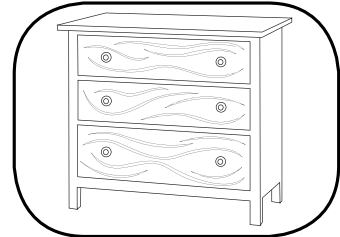
1 Match each picture to a word.



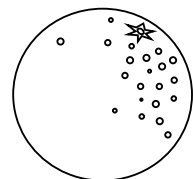
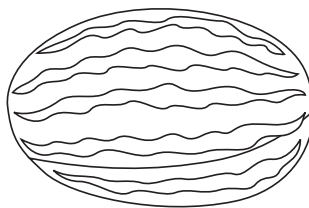
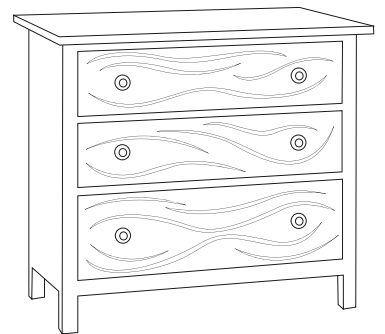
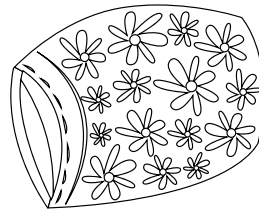
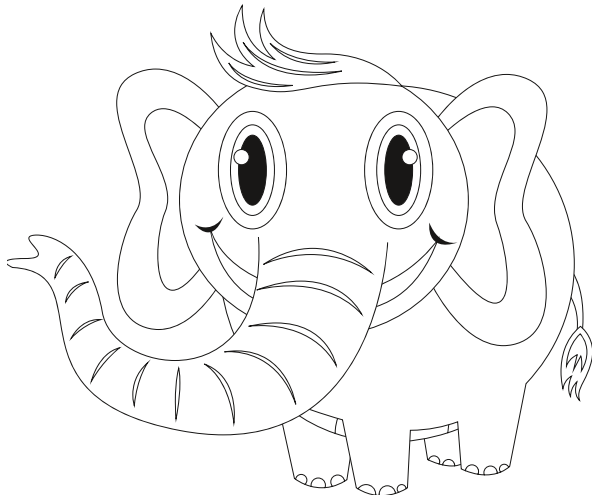
heavy



light



2 Match each picture to a word.

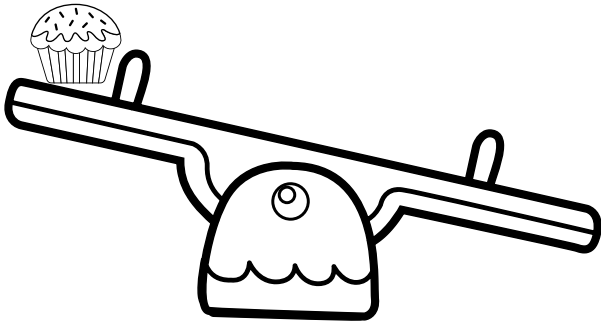


lightest

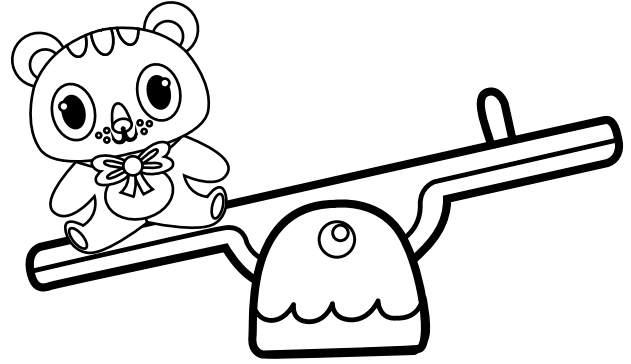
heavier

heaviest

1 Draw.

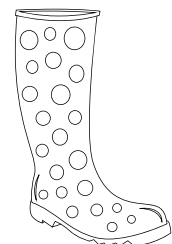
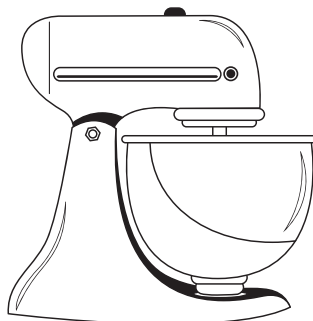
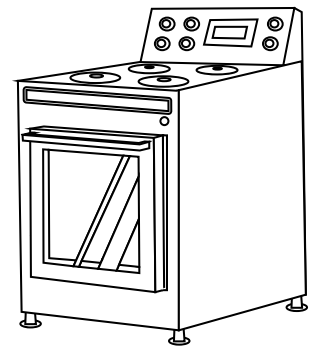
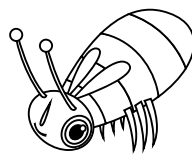
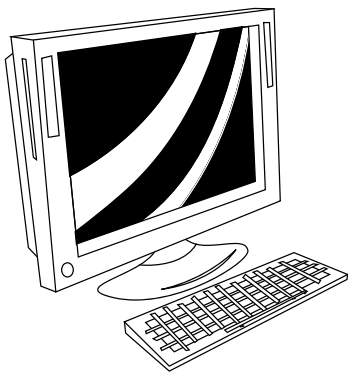


a heavier thing



a lighter thing

2 Circle the **heavier** thing in each pair.
Colour the **lighter** thing.

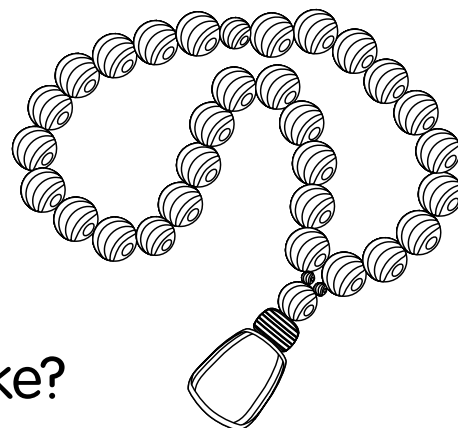


Find 3 things that are taller than you.
Find 3 things that are shorter than you.
Complete. Draw or write.

**taller****shorter**

1 Read.

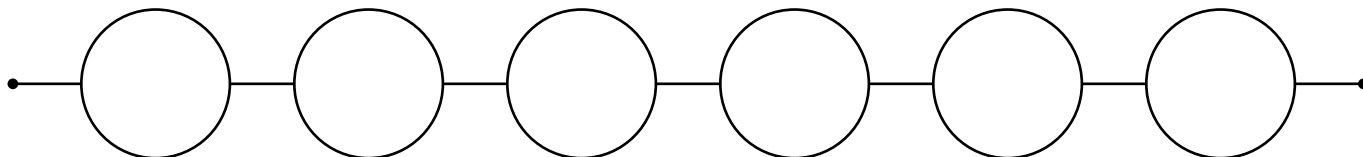
Ruby is making a bead necklace.
Some beads are red, some are green and some are yellow.



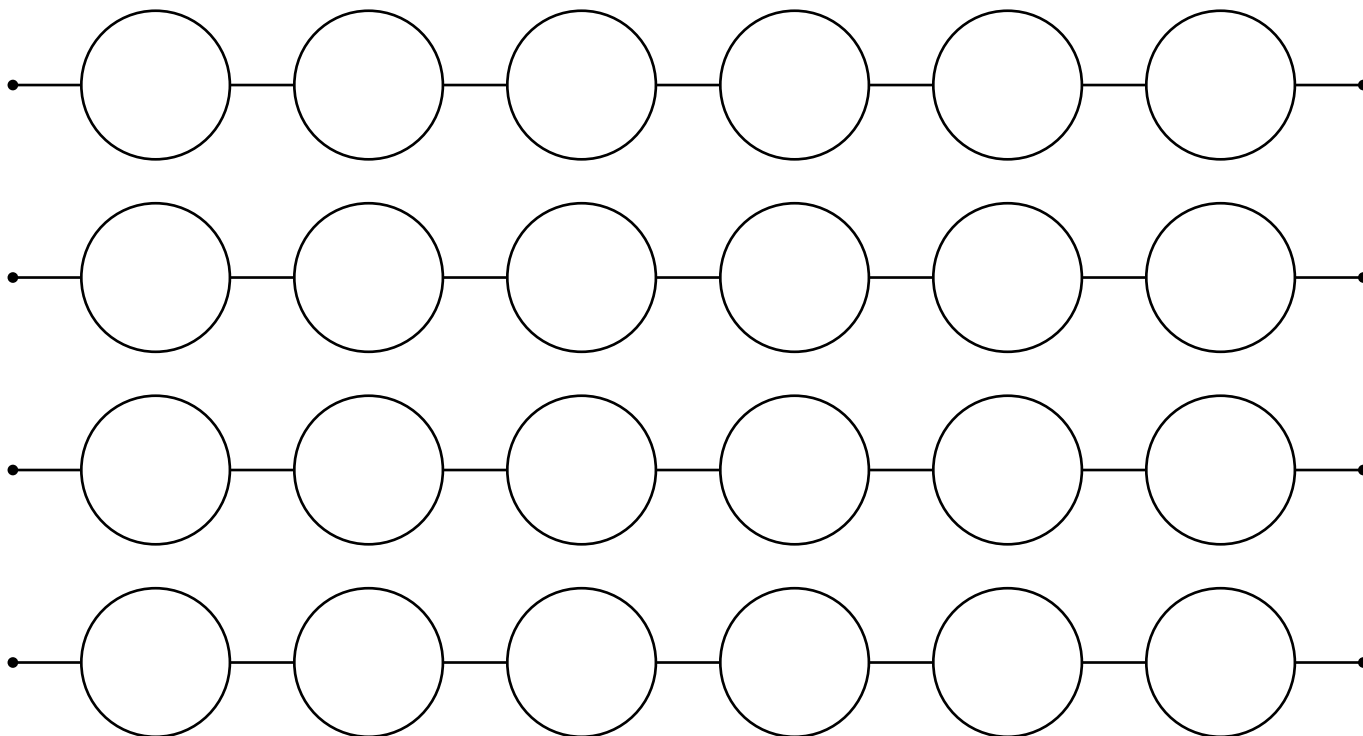
What could Ruby's necklace look like?

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

4 Make patterns. Colour the beads.

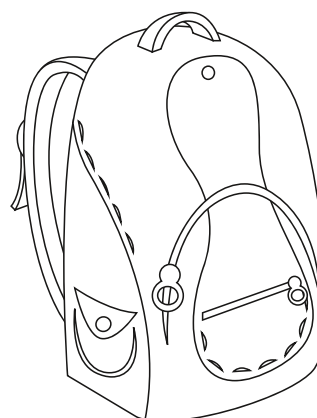
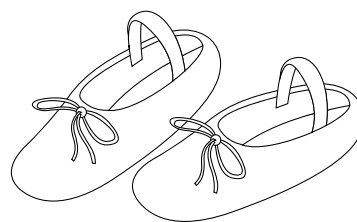
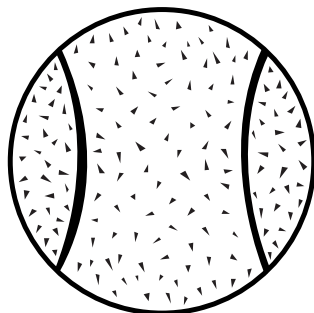
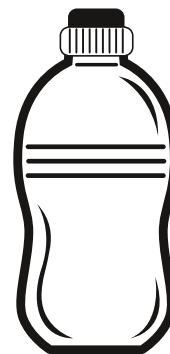
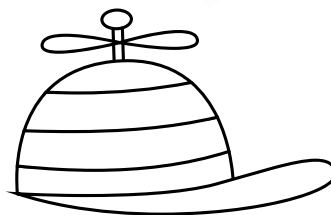
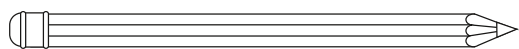
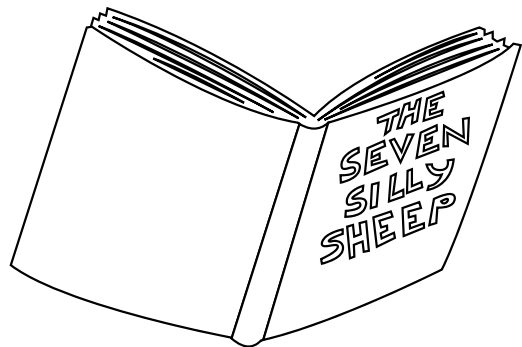




5 Draw some different ways to solve this problem.



6 I found _____ different ways to solve the problem.

Hold each pair of things in your hands.
Can you feel which one is heavier?
Colour the heavier object in each pair.



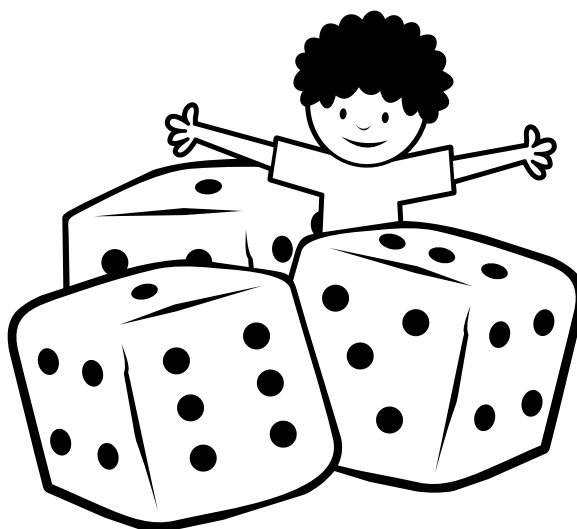
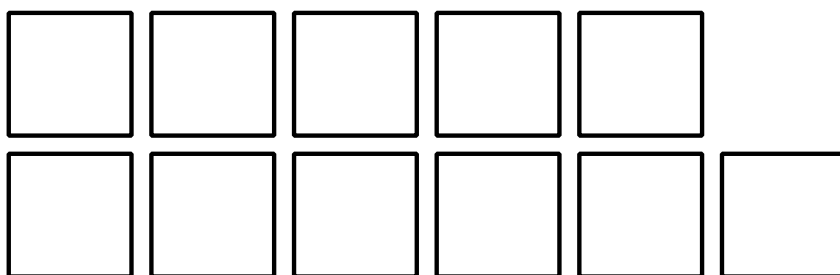
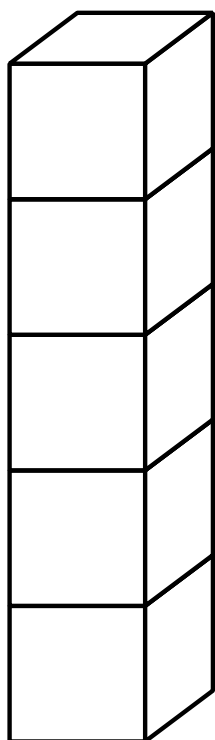
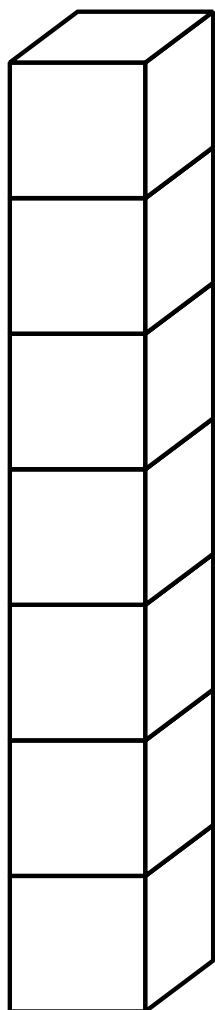
You will need cubes , dice  and a partner 😊.

- 1 Roll the dice and pick up the same number of cubes.
- 2 After 3 turns stack your cubes into a tower.
The tallest tower wins. Play 2 more games.

OR




You can make a line of cubes and compare lengths.
The longest tower wins. Play 2 more games.

	Winner
Game 1	
Game 2	
Game 3	





Mathseeds



WOOHOO!



You're at the end
of Week 2!



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