### Year 1 Math Workbook
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<th>Title</th>
<th>Pages</th>
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<tbody>
<tr>
<td>C3</td>
<td>Measures</td>
<td>84-90</td>
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<tr>
<td>D3</td>
<td>Calculations</td>
<td>91-95</td>
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<tr>
<td>E3</td>
<td>Counting, Properties of Numbers and Number Sequences</td>
<td>96-100</td>
</tr>
<tr>
<td></td>
<td>Calculations</td>
<td>101-103</td>
</tr>
</tbody>
</table>
Complete each line of numbers.
Counting to 20

Count the shapes on each screen. Write the number each time.
Number words

one  two  three
four  five  six
seven eight nine
ten

Count the letters in each number word. Sort them into bags with the same numbers of letters by writing the words in the bags.
Write the number ten before and the number ten after each number.
Tap: Count and write the number of counters on each board. Bottom: Draw counters on each board to match the numbers.
Numbers between 10 and 20

13 = 10 + 

17 = 10 + 

18 = 10 + 

12 = 10 + 

11 = □ + 1

15 = □ + 5

19 = 10 + 

14 = 10 + 

16 = □ + 6

10 = 10 + 

Write the missing numbers in the boxes.
Largest and smallest

Colour blue the balloon in each set with the largest number.
Colour green the balloon in each set with the smallest number.
Colour yellow the balloon in each set with the number in between.
<table>
<thead>
<tr>
<th>Prices</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>25p</td>
<td>28p</td>
</tr>
<tr>
<td>99p</td>
<td>89p</td>
</tr>
<tr>
<td>36p</td>
<td>41p</td>
</tr>
<tr>
<td>22p</td>
<td>33p</td>
</tr>
<tr>
<td>17p</td>
<td>71p</td>
</tr>
<tr>
<td>45p</td>
<td>54p</td>
</tr>
<tr>
<td>65p</td>
<td>56p</td>
</tr>
<tr>
<td>42p</td>
<td>40p</td>
</tr>
</tbody>
</table>

Circle the more expensive cake or dessert in each pair.
Adding 2

Throw a dice six times. For each throw, draw the spots on the blank dice on the left. Write the number that is 2 more in the box on the right.
Counting on

14 + □ = □

17 + □ = □

15 + □ = □

21 + □ = □

24 + □ = □

32 + □ = □

18 + □ = □

9 + □ = □

45 + □ = □

28 + □ = □

Shuffle two sets of number cards (1 to 5) and place them face down. Select one card for each missing number. Write the numbers on the blank cards and complete the additions.
Pairs to 5

3 + 2 = 5
2 + 3 = 5

4 + 1 = 5
1 + 4 = 5

5 + 0 = 5
0 + 5 = 5

3 + □ = 5
2 + □ = 5

□ + 4 = 5
5 = □ + 4

Draw fingers standing up to match the additions. Complete the additions.
Pairs to 6

5 + 1 = 6
3 + 3 = 6
1 + 5 = 6
3 + __ = 6

4 + 2 = 6
2 + 4 = 6
0 + 6 = 6
__ + 4 = 6

Draw spots on the dominoes to match the additions.
Dice patterns

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>top</td>
<td>bottom</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>top</td>
<td>bottom</td>
<td></td>
</tr>
<tr>
<td>top</td>
<td></td>
<td></td>
</tr>
<tr>
<td>top</td>
<td></td>
<td></td>
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<tr>
<td>top</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
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<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Draw the spots that are on the bottom face of the dice when these top faces are showing. Notice the pattern.
Adding

2 + [ ] = 5

3 + [ ] = 4

1 + [ ] = 4

2 + [ ] = 3

3 + [ ] = 5

3 + [ ] = 3

2 + [ ] = 4

[ ] + 4 = 6

[ ] + 3 = 7

[ ] + 1 = 5

3 + [ ] = 6

[ ] + 5 = 7

Complete the additions.
For each pair of objects, colour the longer one blue and the shorter one yellow.
Taller and shorter

For each pair of towers, colour the taller one green and the shorter one yellow.
Use damp string and lay it along the length of the worm. Find things that are shorter than the worm and draw them.
Find one of each object in the pictures. Use paper-clips to measure their lengths and widths. Write them in the boxes.
Use cubes to measure the length of each pencil. Write the number of cubes in the boxes.
# Weather chart

<table>
<thead>
<tr>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Thursday</td>
<td>Friday</td>
<td>Saturday</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sunday</td>
<td>Example</td>
<td></td>
</tr>
<tr>
<td></td>
<td>sun</td>
<td>cloud</td>
</tr>
<tr>
<td></td>
<td>rain</td>
<td>snow</td>
</tr>
</tbody>
</table>

Make a weather chart for the week. Cut out the days and stick them, in order, in your book.
<table>
<thead>
<tr>
<th>July</th>
<th>May</th>
</tr>
</thead>
<tbody>
<tr>
<td>November</td>
<td>September</td>
</tr>
<tr>
<td>August</td>
<td>January</td>
</tr>
<tr>
<td>June</td>
<td>October</td>
</tr>
<tr>
<td>March</td>
<td>December</td>
</tr>
<tr>
<td>February</td>
<td>April</td>
</tr>
</tbody>
</table>

Cut out the months, and stick them in order.
Circle, square, rectangle, triangle

Write the name of each shape underneath. Choose from circle, square, rectangle, triangle.
Straight and curved

Colour the shapes: red if all sides are straight, blue if all sides are curved, yellow if some sides are straight and some are curved.
Odd one out

Colour the shapes in each line the same colour, except the odd one out. Colour the odd one out a different colour.
Roll a dice six times. For each roll, draw the spots on the blank dice on the left. Write the number 1 less on the dice on the right.
Write the number 1 less and the number 1 more each time.
Ip less

old prices

<table>
<thead>
<tr>
<th>Item</th>
<th>Old Price</th>
<th>Subtract Ip</th>
<th>New Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ball</td>
<td>7p</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Yo-Yo</td>
<td>4p</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dog</td>
<td>9p</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lasso</td>
<td>5p</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Girl</td>
<td>8p</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Subtract Ip and write the new price. Use real coins to help you.
Counting back

Count back to complete the subtractions.

1. \(7 - 2 = \) 
2. \(9 - 1 = \) 
3. \(3 - 1 = \) 
4. \(8 - 2 = \) 
5. \(9 - 3 = \) 
6. \(6 - 2 = \) 

1. \(6 - 3 = \) 
2. \(8 - 5 = \) 
3. \(5 - 1 = \) 
4. \(10 - 3 = \) 
5. \(7 - 4 = \) 
6. \(10 - 6 = \)
## Towers

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>2 + 2 =</td>
<td></td>
<td>1 + 1 =</td>
<td></td>
</tr>
<tr>
<td>3 + 3 =</td>
<td></td>
<td>4 + 4 =</td>
<td></td>
</tr>
<tr>
<td>5 + 5 =</td>
<td></td>
<td>6 + 6 =</td>
<td></td>
</tr>
<tr>
<td>7 + 7 =</td>
<td></td>
<td>8 + 8 =</td>
<td></td>
</tr>
</tbody>
</table>

- **Task:** Draw another tower the same height. Write double the number.
Doubles

\[
\begin{align*}
5 + 5 &= \square \\
3 + 4 &= \square \\
2 + 1 &= \square \\
3 + 3 &= \square \\
10 + 10 &= \square \\
5 + 5 &= \square \\
4 + 4 &= \square \\
3 + 2 &= \square \\
6 + 6 &= \square \\
7 + 7 &= \square
\end{align*}
\]

Colour the pictures for the pairs that are doubles. Write all the totals.
Near doubles

Write the totals of the pairs of seat numbers on the big wheel.
Near doubles

Write the totals of these pairs in the ovals.
Write the correct amounts on the blank coins. Use real coins to help you.
A game for three players, each with a set of counters of the same colour. Put coins (1p, 2p, 5p, 10p, 20p, 50p, £1) in a bag. Take turns to pick a coin and place a counter on a matching coin on the sheet. One counter is allowed on each coin. The first to have three counters in a line wins.
Write the amount in each purse. Use real coins to help you.
Money purses

Write the total in each purse.
Write the missing numbers on each scarf.
Write the number words for each number from 11 to 20. Count the number of letters in each word. Write the number words with the number of letters shown.
Counting back

Count back in 10s to fill in the missing numbers in each line.
First, second, third, fourth

Start

Finish

first 1st
second 2nd
third 3rd
fourth 4th

A game for four players, each with a different coloured counter at 'Start'. Take turns to roll a dice and move your counter forward a matching number of spaces. When a counter reaches or passes 'Finish', place it in its position. Continue until all four counters are placed.
Write the position of the animals in the queue.
Before and after

5

3

7

9

6

11

2

8

15

Write the number before and after each number.
Smallest to largest

3 5 4

1 2

5 6 4

10 9

10 9

14 13

10 7

9 11

16 12

7 13

17 20

13 19

15 17

Write each set of numbers in order, smallest to largest.
Dice additions

4 + 3 = 7  
6 + 1 = 7  
3 + 3 = 6  
5 + 1 = 6

2 + 5 = 7  
3 + 4 = 7  
2 + 4 = 6  
4 + 2 = 6

Draw spots on the dice to match the additions.
Subtraction facts

6 - □ = 2
6 - □ = 3

6 - □ = 1
6 - □ = 5

6 - □ = 4
6 - □ = 6

7 - □ = 3
7 - □ = 1

7 - □ = 6
7 - □ = 4

7 - □ = 2
7 - □ = 5

Write the missing numbers to complete these subtractions.
Number patterns

make 5

0
1
2
3
4
5
6
7
8

make 8

0
1
2
3
4
5
6

make 6

0
1
2
3
4
5
6

Write the missing numbers to make pairs with totals of 5, 8 and 6.
Left or right?

Write 'l' for left, or 'r' for right, to show the position of each white ball.
Above and below

The grid contains the letters g, o, w, j, l, m, s, v, a, p, c, t, d, e, x, n, i, r, f, u, h, q, b, y, k, z.

above

x  c  y  h  s

below

e  n  v  j  t

Look at the grid. Write the letters above and below these letters.
Turning

whole turn

half turn

whole turn

half turn

whole turn

half turn

whole turn

half turn

Draw the position of the hand after each turn on the clock on the right.
Forwards and backwards

A game for two or three players, each with a counter at ‘Start’. Throw a dice and move your counter a matching number of spaces. If you land on a ‘forward’ or ‘backward’ space, jump as it tells you to. The winner is the first to reach ‘Finish’.
Where are you?

Start

A) Forward 1 space
   Left 2 spaces
   Backward 3 spaces

B) Backward 2 spaces
   Right 1 space
   Forward 3 spaces

C) Right 2 spaces
   Forward 1 space
   Left 4 spaces
   Backward 2 spaces

D) Left 1 space
   Forward 2 spaces
   Right 3 spaces
   Backward 4 spaces

E) Left 2 spaces
   Backward 2 spaces
   Right 4 spaces
   Forward 4 spaces

F) Backward 1 space
   Right 1 space
   Forward 3 spaces
   Left 2 spaces

Follow each set of instructions. Begin at 'Start' each time. Write the letter each time.
Maze

whole turn
half turn
quarter turn
move left
move right
move up
move down

Use a counter to be the mouse.
Move the counter along the maze to the cheese.
Put a tick next to each instruction for the mouse as you use it.
Weighing

Find an object that is lighter than each of these. Draw it on the balance.
Weighing

estimate cubes  estimate cubes
actual cubes    actual cubes

estimate cubes  estimate cubes
actual cubes    actual cubes

Estimate how many cubes are needed to balance each object. Measure the weight of each object in cubes. How close are your estimates?
Weighing

Use a balance and some cubes. Find an object that weighs approximately the amount shown and draw it.
Draw hands on each clock to show o’clock times.
Write the time underneath.
Write the answers in the table. Join each addition and subtraction to its answer.
Water creatures pictogram

Number of votes

Shark
Angel fish
Crab
Squid
Manta ray
Dolphin
Whale

Which creature is most popular?

Which creature is least popular?

Which creature got 8 votes?

Which creature got 4 votes?

How many votes did the shark get?

How many votes did the whale get?

Look at the pictogram then answer the questions.
Cubes, cones, cylinders

Colour the cubes red.
Colour the cones blue.
Colour the cylinders yellow.
Cube, cuboid, pyramid, sphere

Write the name of each shape underneath. Choose from cube, cuboid, pyramid and sphere.
Cut out the shape cards. Find one of each shape. Sort them into those that roll and those that do not roll.
Adding

12 + 7 =  
13 + 4 =  
15 + 2 =  
17 + 5 =  
23 + 4 =  
26 + 3 =  
18 + 5 =  
17 + 7 =  
14 + 8 =  
9 + 8 =  
16 + 5 =  
19 + 4 =  
15 + 6 =  
13 + 8 =  

Complete these additions.
Adding

20 + 50 = 70
30 + 10 = 40
10 + 30 = 40
20 + 50 = 70
30 + 10 = 40
10 + 30 = 40

Find four cards to match those at the top of the sheet. Make different additions by choosing two cards. Write them in the spaces.
Write the missing numbers in these parts of the number grid.
Adding 10

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>12</td>
<td>13</td>
<td>14</td>
<td>15</td>
<td>16</td>
<td>17</td>
<td>18</td>
<td>19</td>
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</tr>
<tr>
<td>21</td>
<td>22</td>
<td>23</td>
<td>24</td>
<td>25</td>
<td>26</td>
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<td>28</td>
<td>29</td>
<td>30</td>
</tr>
<tr>
<td>31</td>
<td>32</td>
<td>33</td>
<td>34</td>
<td>35</td>
<td>36</td>
<td>37</td>
<td>38</td>
<td>39</td>
<td>40</td>
</tr>
</tbody>
</table>

7 + 10 = □
3 + 10 = □
11 + 10 = □
14 + 10 = □
19 + 10 = □
22 + 10 = □
8 + 10 = □
12 + 10 = □
27 + 10 = □
25 + 10 = □
15 + 10 = □
20 + 10 = □

Complete these additions. Use the grid to help you.
I more, 10 more

14 + 1 = 23 + 1 =

6 + 10 = 12 + 10 =

25 + 1 = 13 + 10 =

18 + 10 = 70 + 10 =

40 + 10 = 17 + 10 =

19 + 1 = 11 + 1 =

15 + 10 = 50 + 10 =

19 + 10 = 9 + 10 =

63 + 1 = 63 + 10 =

Complete the additions.
10 more, 10 less

Write the numbers that are 10 more and 10 less in the bottom spaces.
Counting back

19 - 3 = \_

18 - 4 = \_

17 - 2 = \_

15 - 2 = \_

16 - 5 = \_

19 - 2 = \_

13 - 1 = \_

17 - 6 = \_

19 - 5 = \_

18 - 6 = \_

15 - 4 = \_

16 - 3 = \_

Complete these subtractions.
Subtracting

26 - □ = 20  
35 - □ = 30

19 - □ = 10  
46 - □ = 40

28 - □ = 20  
51 - □ = 50

63 - □ = 60  
27 - □ = 20

□ - 4 = 80  
□ - 7 = 50

□ - 2 = 90  
□ - 6 = 10

Complete these subtractions.
Counting to 20

Colour squares to match the totals. Colour them in rows of five.
Add 30p

40p + 30p = ___ p

20p + 30p = ___ p

60p + 30p = ___ p

30p + 30p = ___ p

80p + 30p = ___ p

90p + 30p = ___ p

Add 30p to each price.
Write 2-digit and 3-digit numbers by putting the numbers together.
Write how much money is in each box.
Between

Write the number between each pair of numbers.
Write each set of numbers in order, from smallest to largest.
Loop round as many pairs of next-door numbers which total 9 as you can.
Adding and taking away

3 + 5 = 8  
8 - 5 =  

2 + 4 = 6  
6 - 4 =  

5 + 2 = 7  
7 - 2 =  

4 + 5 = 9  
9 - 5 =  

6 + 3 = 9  
9 - 3 =  

3 + 3 = 6  
6 - 6 =  

3 + 6 = 9  
9 - 3 =  

6 + 2 = 8  
8 - 8 =  

Complete these subtractions. Make up three of your own, and write them in the raindrops.
Making 10

A game for two or more players, each with a counter at 'Start'. Take turns to roll the dice and move your counter forward a matching number of spaces. Say what number makes 10 with the number you land on. Pick up a matching number of cubes. Continue until all the players have reached 'Finish'. Who has the most cubes?
Taking away from 10

10 - 4 = 6

10 -  =

10 -  =

10 -  =

10 -  =

10 -  =

10 -  =

10 -  =

Throw the dice each time. Draw the spots, then take the number away from 10.
Adding 3

13 14 15

15 + 3 = [ ]

25 26 27

27 + 3 = [ ]

17 18 19

19 + 3 = [ ]

20 21 22

22 + 3 = [ ]

14 15 16

16 + 3 = [ ]

Write the next three numbers on the tracks. Complete the additions.
<table>
<thead>
<tr>
<th>Equation</th>
<th>Result</th>
<th>Equation</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>6 + 6</td>
<td></td>
<td>8 + 3</td>
<td></td>
</tr>
<tr>
<td>9 + 2</td>
<td></td>
<td>7 + 5</td>
<td></td>
</tr>
<tr>
<td>8 + 5</td>
<td></td>
<td>6 + 7</td>
<td></td>
</tr>
<tr>
<td>9 + 5</td>
<td></td>
<td>8 + 7</td>
<td></td>
</tr>
<tr>
<td>16 + 5</td>
<td></td>
<td>18 + 3</td>
<td></td>
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<tr>
<td>19 + 7</td>
<td></td>
<td>17 + 8</td>
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</tr>
<tr>
<td>15 + 8</td>
<td></td>
<td>18 + 9</td>
<td></td>
</tr>
<tr>
<td>27 + 4</td>
<td></td>
<td>28 + 5</td>
<td></td>
</tr>
<tr>
<td>26 + 7</td>
<td></td>
<td>29 + 3</td>
<td></td>
</tr>
</tbody>
</table>

Complete the additions.
Differences

1p  2p  4p

5p  1p  3p

Draw another line of coins in each space so that the difference between the two groups matches the amount in the box.
<table>
<thead>
<tr>
<th>Difference</th>
<th>Dice 1</th>
<th>Dice 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td><img src="0" alt="Dice 1" /> <img src="0" alt="Dice 2" /></td>
<td><img src="0" alt="Dice 1" /> <img src="0" alt="Dice 2" /></td>
</tr>
<tr>
<td>1</td>
<td><img src="1" alt="Dice 1" /> <img src="1" alt="Dice 2" /></td>
<td><img src="1" alt="Dice 1" /> <img src="1" alt="Dice 2" /></td>
</tr>
<tr>
<td>2</td>
<td><img src="2" alt="Dice 1" /> <img src="2" alt="Dice 2" /></td>
<td><img src="2" alt="Dice 1" /> <img src="2" alt="Dice 2" /></td>
</tr>
<tr>
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<td><img src="3" alt="Dice 1" /> <img src="3" alt="Dice 2" /></td>
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Draw spots on the dice to show different pairs with these differences.
Full and empty

Full

Nearly full

Half full

Nearly empty

Draw the level of liquid in each container to match the description. Colour the liquid.
Cupfuls

bottle  tin  jar

Estimate:  cups  cups  cups

Actual:  cups  cups  cups

Find one of each container shown and a cup. Estimate the capacity of each container in cupfuls, then use the cup to measure each. Compare the estimate with the actual capacity.
Filling up

bottle

jam jar

cupfuls

cupfuls

jug

tin

cupfuls

cupfuls

least ←

→ greatest

Find one of each container shown. Count how many cupfuls of water are needed to fill each container. Write the number in each box. Write the names, in order, from least to greatest capacity.
Half past

half past 7

half past 8

half past 9

half past 10

half past 11

half past 12

Draw hands on the clocks to match the times.
Telling the time

3 o’clock
7 o’clock
4 o’clock
10 o’clock
2 o’clock
half past 10
half past 5
half past 11
half past 6

Draw hands on each clock to match the time underneath.
One minute

How many?

How many?

How many?

Count how many shapes of one type can be coloured neatly in 1 minute. Use a sand timer to time 1 minute.
One minute

A game for one player, with a counter at ‘Start’. Use a 1-minute sand timer. Keep rolling a dice and moving your counter a matching number of spaces.
How far can you go round in 1 minute?
## Taking away

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Complete the subtractions, using the number track to count back.
New prices

- **Toothbrushes**: 3p off
  - Old price: 25p
  - New price: [Blank]

- **Combs**: 4p off
  - Old price: 21p
  - New price: [Blank]

- **Hair brushes**: 5p off
  - Old price: 32p
  - New price: [Blank]

- **Soap**: 7p off
  - Old price: 24p
  - New price: [Blank]

- **Shampoo**: 6p off
  - Old price: 63p
  - New price: [Blank]

- **Toothpaste**: 8p off
  - Old price: 51p
  - New price: [Blank]

Write the new prices by counting back from the old prices.
Subtracting 10s

70 - 10 = [ ]

60 - 10 = [ ]

80 - 20 = [ ]

50 - 20 = [ ]

90 - 30 = [ ]

70 - 30 = [ ]

40 - 20 = [ ]

60 - 50 = [ ]

90 - 70 = [ ]

80 - 40 = [ ]

100 - 30 = [ ]

100 - 60 = [ ]

Complete the subtractions.
Adding

Anji has 14p in her purse. She has been given another 13p. How much does she have now? p

Oranges are 12p each. How much are two oranges? p

Kim is 15 years old. Her brother, Tom, is 11 years older. How old is Tom? years old

A ticket for the show costs £14. How much do you need to buy two tickets? £
Adding

Choc ices used to cost 32p, but now they cost 9p more. How much are they now?

Gary has 24p in his pocket. He buys some crisps for 9p. How much does he have left?

Karen’s mum is 28 years old. Her dad is 9 years older. How old is he?

In year 1 at Abacus School there are 54 children. Last Monday 9 of them were absent. How many were in school?

Solve these problems.
Counting in 2s

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Count in 2s on the first two grids. Colour the numbers you land on. Write all the numbers from 1–20 in order on the blank grid. Count in 2s and colour the numbers you land on.
Count in 10s, writing the numbers in the circles. Repeat: counting in 5s and then 3s.
## Counting in 5s

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Count in 5s on the grid. Colour the numbers you land on. Write them in order in the circles below.
A game for two players, with a bank of 1p coins and each with a counter placed at ‘Start’. Take turns to roll a dice, and move a matching number of spaces. If you land on an even number, collect 1p. When all players reach ‘Finish’, the game is over. The player with most money wins.
In each grid, colour the odd numbers yellow and the even numbers blue. Look for patterns. Fill in the empty grid with your own number sequence to make a pattern.
Coins

6p

7p

8p

Make sets of coins with values of 7p and 8p. Write the coins you need in the circles.
A game for three or more players, each with ten 10p coins, and a counter on ‘Start’. One player is the ‘shopkeeper’ with a separate bank of 1p, 2p and 5p coins. Take turns to throw the dice and move your counter forward a matching number of spaces. Buy the fruit you land on by paying and collecting the change. Continue until all the players have reached ‘Finish’. The winner is the one with the most money left.
Coins

8p  5p  2p  1p  3p
12p   20p
4p     9p
14p   16p
5p   15p
17p   6p
13p   50p

Use only the coins shown. Choose three coins to make each total.