



Baljaffray Primary School
Numeracy and Mathematics Home Learning Links for Term 1

First Level Numeracy and Mathematics
Learning Steps Progression

PHASE 3: PRIMARY 2

GAMES WEBSITES for Multiple Concepts at Different Levels

<https://www.topmarks.co.uk/maths-games/hit-the-button>

<https://www.topmarks.co.uk/maths-games/daily10>

<https://sct.mathgames.com/skills/>

<https://www.ictgames.com/mobilePage/index.html>

<http://www.snappymaths.com/>

http://www.mrcrammond.com/curriculum_for_excellence_maths.html



Baljaffray Primary School
Numeracy and Mathematics Home Learning Links for Term 1

First Level Numeracy and Mathematics Learning Steps Progression			
FIRST LEVEL		PHASE 3: PRIMARY 2	
Curriculum Organisers	Number and number processes including addition, subtraction, multiplication, division and negative numbers	Experiences and Outcomes	<i>I have investigated how whole numbers are constructed, can understand the importance of zero within the system and can use my knowledge to explain the link between a digit, its place and its value. MNU 1-02a</i>
Number Word Sequences (to at least 100) <ul style="list-style-type: none">•I can say forward number word sequences, starting from any number•I can say backward number word sequences, starting from any number•I can quickly recall number word after and number word before•I can say the next 2, 3, 4 numbers in a number word sequence•I can count number of jumps from a to b, e.g. If I start at 38 how many jumps to get to 45?•I can count in tens on the decade, e.g. 40, 50, 60, 70			
Saucer Sorter: https://www.ictgames.com/mobilePage/saucerSorter/ I Can Count up in 10s to 100: https://www.studyzone.tv/game152-code7c4d9b219ae1d1eb339330f0d7e715c5 Duck Shoot: https://www.ictgames.com/mobilePage/duckShoot/index.html Coconut Ordering: https://www.topmarks.co.uk/ordering-and-sequencing/coconut-ordering Whack-a-Mole: https://www.ictgames.com/mobilePage/whackAMole/index.html Catch a Star, Odds and Evens: https://www.ictgames.com/mobilePage/chimney/index.html			
Numerals (to at least 100) <ul style="list-style-type: none">•I can identify numerals•I can recognise numerals•I can sequence numerals•I can order numerals•I can work out missing numerals on a numeral track•I can work out missing numerals on a hundred square			



Baljaffray Primary School
Numeracy and Mathematics Home Learning Links for Term 1

- I can count on/back to find/locate a given numeral on a hundred square

Caterpillar Ordering: <https://www.topmarks.co.uk/ordering-and-sequencing/caterpillar-ordering>

Paint the Squares: <https://www.topmarks.co.uk/learning-to-count/paint-the-squares>

Range Arranger: <http://ictgames.com/rangeArranger/>

Counting Caterpillar: <http://www.ictgames.com/mobilePage/countingCaterpillar/index.html>

Play Your Cards Right: <https://www.ictgames.com/mobilePage/playYourCardsRight/index.html>

Post a Letter: <https://www.ictgames.com/postALetter/index.html>

Saucer Sorter: <https://www.ictgames.com/mobilePage/saucerSorter/>

Number Structure

- I can build and describe numbers to 20;
 - using doubles and near doubles
 - using ten
 - by partitioning through ten
- using commutative relationships of number

Maths Fishing: <https://mathsframe.co.uk/en/resources/resource/306/Maths-Fishing-Multiplication>

Place Value Charts: <https://www.topmarks.co.uk/place-value/place-value-charts>

Shark Numbers: <https://www.ictgames.com/sharkNumbers/mobile/index.html>

Arrow Cards: <https://www.ictgames.com/mobilePage/arrowCards/index.html>

Place Value Pieces: <https://www.ictgames.com/mobilePage/placeValuePieces/index.html>

Lifeguards: <https://www.ictgames.com/mobilePage/lifeguards/index.html>

Flip Counter: <https://www.ictgames.com/mobilePage/flipCounter/index.html>

Handy Counters: <https://www.ictgames.com/mobilePage/handyCounters/index.html>



Baljaffray Primary School
Numeracy and Mathematics Home Learning Links for Term 1

First Level Numeracy and Mathematics Learning Steps Progression			
FIRST LEVEL		PHASE 3: PRIMARY 2	
Curriculum Organisers	Time	Experiences and Outcomes	<p><i>I can tell the time using 12 hour clocks, realising there is a link with 24-hour notation, explain how it impacts on my daily routine and ensure that I am organised and ready for events throughout my day. MNU 1-10a</i></p> <p><i>I can use a calendar to plan and be organised for key events for myself and my class throughout the year. MNU 1-10b</i></p> <p><i>I have begun to develop a sense of how long tasks take by measuring the time taken to complete a range of activities using a variety of timers. MNU 1-10c</i></p>
<ul style="list-style-type: none"> •I can tell the time using half past and quarter past using analogue and digital clocks •I can use a variety of timers to understand the length of a minute •I am beginning to sequence the months of the year 			
<p>The Date Chart: https://www.ictgames.com/mobilePage/dateChart/index.html</p> <p>Clock Demonstrator: https://www.ictgames.com/mobilePage/clock/index.html</p> <p>Hickory Dickory Clock: https://www.ictgames.com/mobilePage/hickoryDickory/index.html</p> <p>Tweety Timer: https://www.ictgames.com/mobilePage/tweety/index.html</p> <p>Months of the Year, Song: https://www.youtube.com/watch?v=Fe9bnYRzFvk</p> <p>Months of the Year, Ordering: https://www.roythezebra.com/reading-games/high-frequency-words-months.html</p> <p>Ordering Months of the Year: http://www.snappymaths.com/other/measuring/time/interactive/orderingmonths.htm/orderingmonths.htm</p> <p>Months Match Up: http://www.snappymaths.com/other/measuring/time/interactive/numofmonthmatch.htm</p> <p>Clock Splat, Level 2: https://www.sheppardsoftware.com/math/time/clock-splat-game/</p> <p>Telling the Time, Level 2: https://mathsframe.co.uk/en/resources/resource/116/telling-the-time</p> <p>On Time! Level 2: https://www.sheppardsoftware.com/mathgames/earlymath/on_time_game2.htm</p> <p>Matching Time Pairs: https://www.topmarks.co.uk/Flash.aspx?f=matchingpairstimev3</p> <p>O'Clock and Half Past Digital Alien Attack: http://www.snappymaths.com/other/measuring/time/interactive/oclockhalfdigattack.htm</p>			