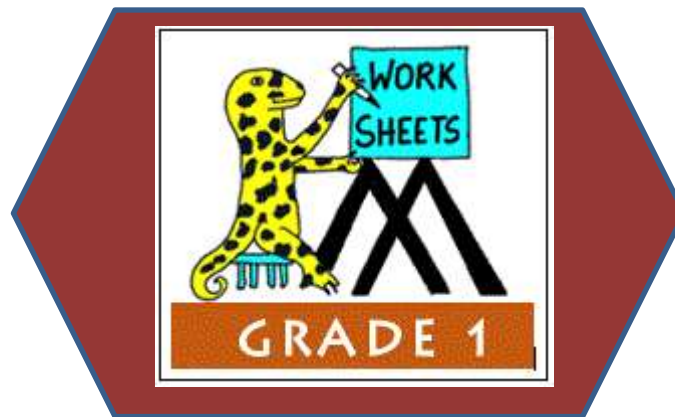


MATH SALAMANDERS

GRADE 1 MATHS GRAB PACK 3

This pack is a selection of 10 Maths sheets adapted for Grade 1 pupils.
All the worksheets are also available on our site.



In the pack is a range of number sheets, colouring pages, and puzzles.

There is also an answer pack which you can download separately.

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6	Subtract with Tens Sheet 3		

Please give us feedback on our pack – both what you liked and what sheets you would like to see more of by leaving a comment on the link below.

<https://www.math-salamanders.com/maths-grab-packs.html>



Free Math Sheets, Math Games and Math Help

MATH-SALAMANDERS.COM

COUNTING BY 1s AND 10s SHEET 1

Each of these sequences goes up in either ones or tens.

Fill in the missing numbers.

1)

36		38			41		
----	--	----	--	--	----	--	--

2)

14	24			54			84
----	----	--	--	----	--	--	----

3)

58			61				65
----	--	--	----	--	--	--	----

4)

22		42			72		
----	--	----	--	--	----	--	--

5)

15			45				85
----	--	--	----	--	--	--	----

6)

18				22		24	
----	--	--	--	----	--	----	--

7)

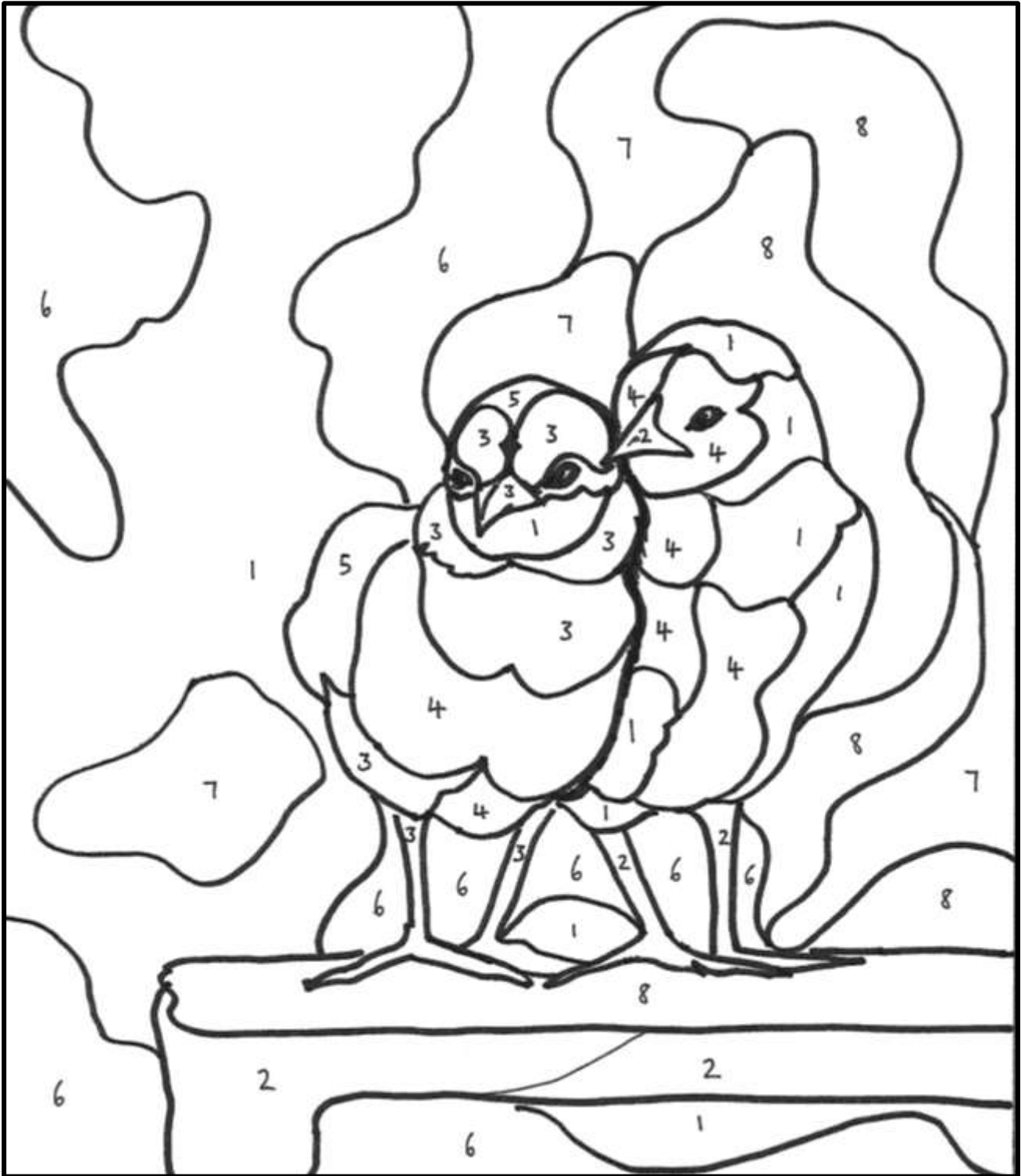
	87				91		93
--	----	--	--	--	----	--	----

8)

	31			61			91
--	----	--	--	----	--	--	----



EASTER COLOUR BY NUMBER TWO CHICKS



KEY

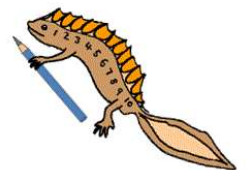
1 pale yellow	2 orange	3 light brown	4 light orange
5 brown	6 light green	7 green	8 dark green



COMPARING NUMBERS TO 100 SHEET 3

> is greater than	< is less than	= is equal to
$10 > 7$	$3 < 6$	$7 = 7$

- | | |
|---------------|---------------|
| 1) 9 ___ 7 | 11) 20 ___ 30 |
| 2) 12 ___ 5 | 12) 13 ___ 11 |
| 3) 14 ___ 14 | 13) 10 ___ 17 |
| 4) 11 ___ 15 | 14) 22 ___ 22 |
| 5) 12 ___ 13 | 15) 12 ___ 19 |
| 6) 17 ___ 8 | 16) 30 ___ 10 |
| 7) 10 ___ 14 | 17) 60 ___ 50 |
| 8) 16 ___ 16 | 18) 50 ___ 70 |
| 9) 20 ___ 16 | 19) 23 ___ 27 |
| 10) 14 ___ 18 | 20) 29 ___ 21 |



EASTER CODEBREAKER 1A

ADDITION AND SUBTRACTION FACTS TO 20

Use the clues to work out the answer to the Easter joke.

A	B	C	D	E	H	I	L	M	O	R	S	T	U	W	Y	-	!
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

Why couldn't the Easter Egg Chicks watch tv?

Letter	B																
Number	2																
Fact	10-8	2+3	12-9	10-9	7+7	2+10	15-10		8+5	15-9	8+9						

Letter																	
Number																	
Fact	13-8	11-4	3+8		17-14	8-7	15-13	2+6	14-9								

Letter																	
Number																	
Fact	3+12	7-6	20-8		4+9	19-9	5+8	5-4	14-6	17-9	4+12						

Letter																	
Number																	
Fact	5+7	12-9	8+3	8-7	16-7	11-9	20-12	2+3	12-8	10+8							



WHO CHOSE WHICH SHAPE? #1

Each of the Salamanders chose a different shape from the table below.

Can you use the clues to work out who chose which shape?



Captain



Frazer



Tyger

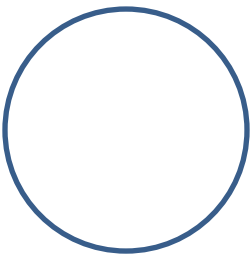


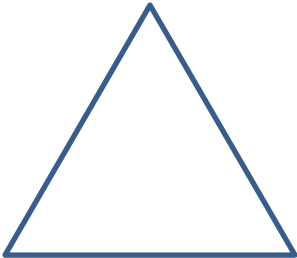


Sally

CLUES

- Captain's shape had sides that were not all the same size.
- Frazer's shape had 4 sides.
- Tyger's shape was not a square.
- Sally chose a curved shape.

Here are the shapes they chose.

A) 	B) 	C) 	D) 

Write the name of the salamander under their shape.

SUBTRACT WITH TENS SHEET 3

0	10	20	30	40	50	60	70	80	90	100
---	----	----	----	----	----	----	----	----	----	-----

$$1) \quad 30 - 20 = \underline{\hspace{2cm}}$$

$$13) \quad 20 - 20 = \underline{\hspace{2cm}}$$

$$2) \quad 40 - 10 = \underline{\hspace{2cm}}$$

$$14) \quad 40 - 0 = \underline{\hspace{2cm}}$$

$$3) \quad 60 - 30 = \underline{\hspace{2cm}}$$

$$15) \quad 40 - 20 = \underline{\hspace{2cm}}$$

$$4) \quad 50 - 20 = \underline{\hspace{2cm}}$$

$$16) \quad 80 - 40 = \underline{\hspace{2cm}}$$

$$5) \quad 30 - 30 = \underline{\hspace{2cm}}$$

$$17) \quad 70 - 30 = \underline{\hspace{2cm}}$$

$$6) \quad 80 - 10 = \underline{\hspace{2cm}}$$

$$18) \quad 100 - 30 = \underline{\hspace{2cm}}$$

$$7) \quad 70 - 20 = \underline{\hspace{2cm}}$$

$$19) \quad 90 - 10 = \underline{\hspace{2cm}}$$

$$8) \quad 100 - 0 = \underline{\hspace{2cm}}$$

$$20) \quad 60 - 50 = \underline{\hspace{2cm}}$$

$$9) \quad 50 - 40 = \underline{\hspace{2cm}}$$

$$21) \quad 40 - 30 = \underline{\hspace{2cm}}$$

$$10) \quad 80 - 30 = \underline{\hspace{2cm}}$$

$$22) \quad 90 - 40 = \underline{\hspace{2cm}}$$

$$11) \quad 60 - 40 = \underline{\hspace{2cm}}$$

$$23) \quad 100 - 50 = \underline{\hspace{2cm}}$$

$$12) \quad 90 - 20 = \underline{\hspace{2cm}}$$

$$24) \quad 70 - 60 = \underline{\hspace{2cm}}$$



NUMBER GRID CHALLENGE 1: TARGET 20

Start the maze with zero.

You have to finish the maze with a total of 20.

Your route can go **right** or **down** at each turn.

There are 2 possible routes. Can you find them?

START	2	1	7
5	3	4	6
7	1	0	8
3	5	9	FINISH

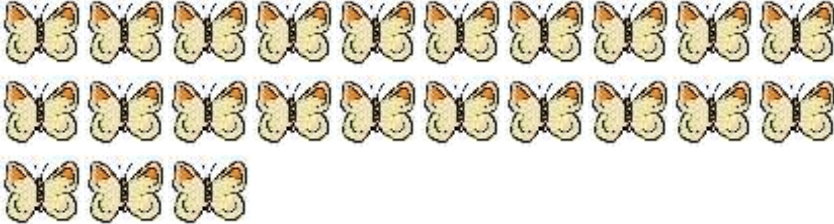

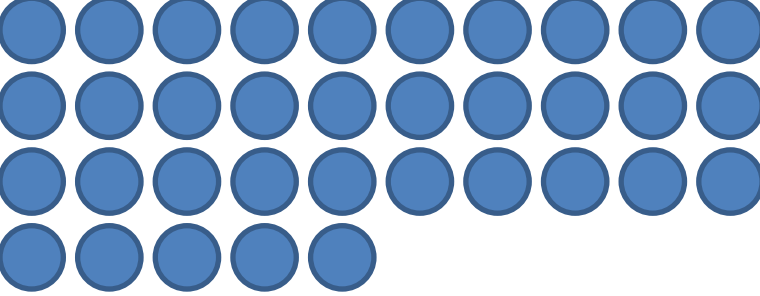



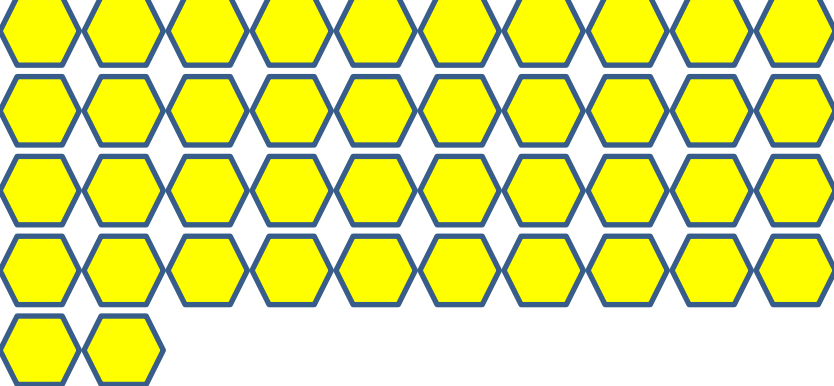

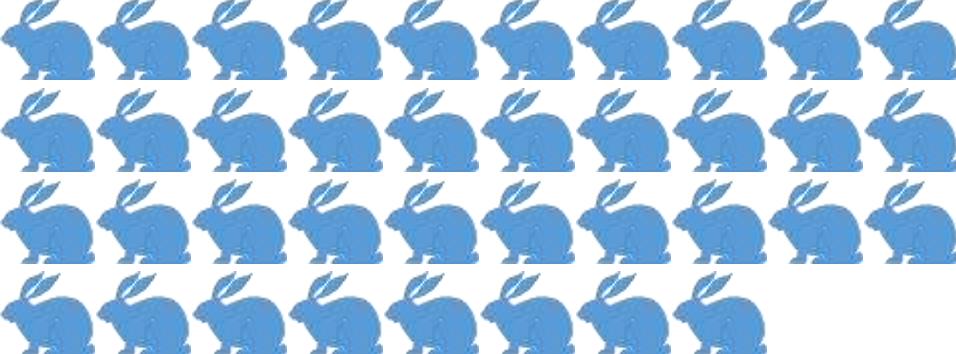

Extra Challenge

Find the route with the highest total.

Find the route with the lowest total.

COUNTING OBJECTS TO 50 SHEET 1A

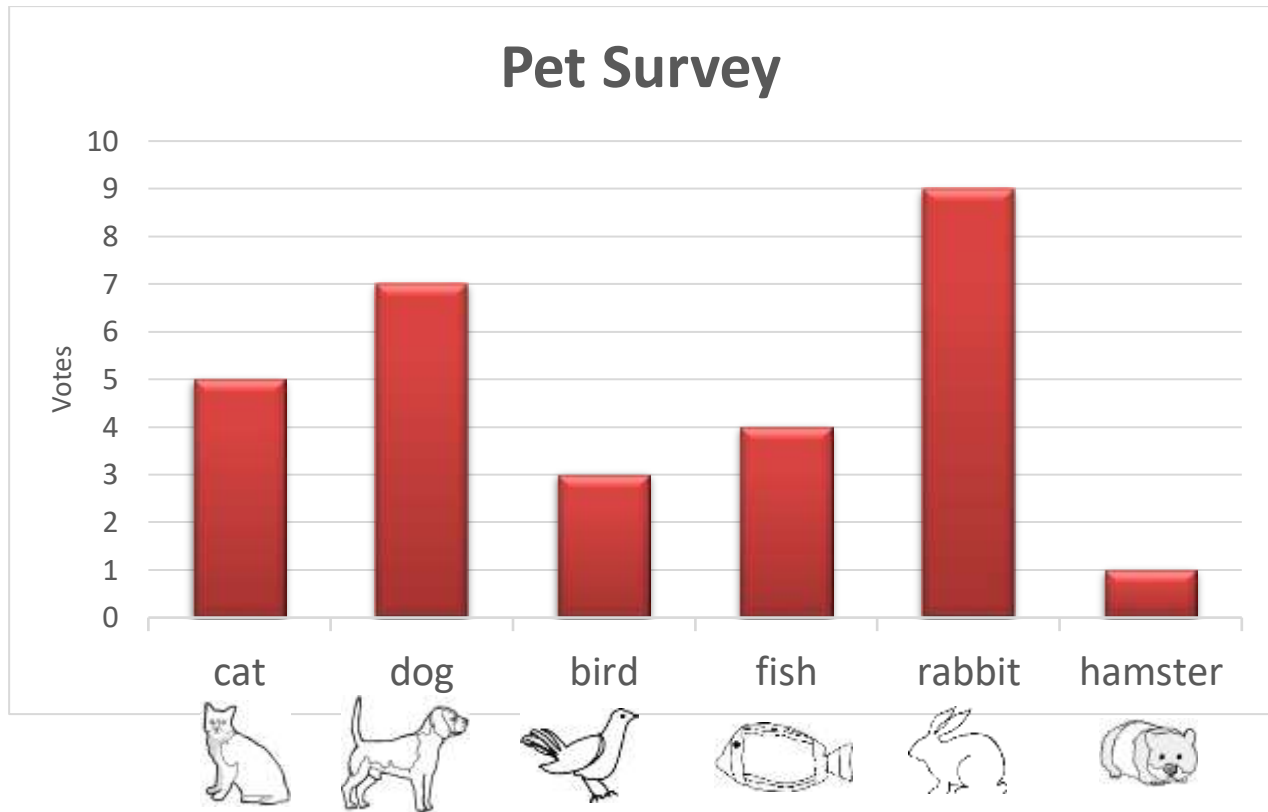
These objects have been put into groups of 10. Help Newton to count them.

<p>1) </p>	<p>How many?</p> 
<p>2) </p>	<p>How many?</p> 
<p>3) </p>	<p>How many?</p> 
<p>4) </p>	<p>How many?</p> 
<p>5) </p>	<p>How many?</p> 



BAR GRAPHS SHEET 1B - PET SURVEY

The children in Salamander Class had a vote on their cutest pet.



1) Which pet got the most votes? _____

2) How many votes did the dog get? _____



3) How many votes did the fish get? _____



4) How many votes did the hamster get? _____





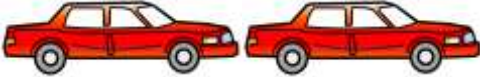
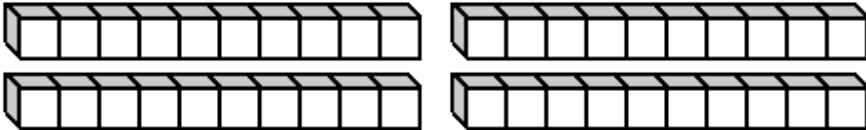
5) How many votes did the bird get? _____



6) How many votes did the cat get? _____



MENTAL MATH QUIZ 1:3

1)	10 plus 8	
2)	Circle all the even numbers. 17 15 8 9 11 10	
3)	What is the next number? 5, 7, 9, 11, 13, ____	
4)	Write the number forty-five.	
5)	Tick the triangle. 	
6)	How much money? 	c
7)	I have \$12. I spend \$8. How much money do I have left?	
8)	13 subtract 0	
9)	What number comes after 69?	
10)	A toy car costs \$7. How much do two cars cost? 	\$
11)	The date is June 26. What was the date three days ago?	June
12)	How many cubes? 	



CLASSIFY IT! GAME #1

Age range: Grade 1 +

Number of players: 2-3

Learning:

- Adding to 6+6
- Odd and even numbers to 12
- Vocabulary:
 - More than and less than
 - Bigger than and smaller than
 - Equal to

You will need

- 8 different coloured counters per player
- 2 dice

Instructions

- Each player takes turns to roll the dice and add them up. The player then chooses one classification hexagon on the board which matches the total they have rolled. They cover this hexagon up with a counter.
- If a person cannot find any hexagon which matches their number, they pass the dice on to the next player.
- The game finishes when all the hexagons are covered up.
- The winner of the game is the person who manages to cover up most hexagons.

Example of play

Sally rolls a 5 and a 2 to make a total of 7. She puts one of her counters on 'equal to 7 or 8'.

Frazer rolls a 6 and a 3 to make a total of 9. He puts a counter on 'bigger than 5'.

Sally rolls a 3 and a 4 to make another total of 7. She puts a counter on 'odd'.

CLASSIFY IT!

GAME #1

