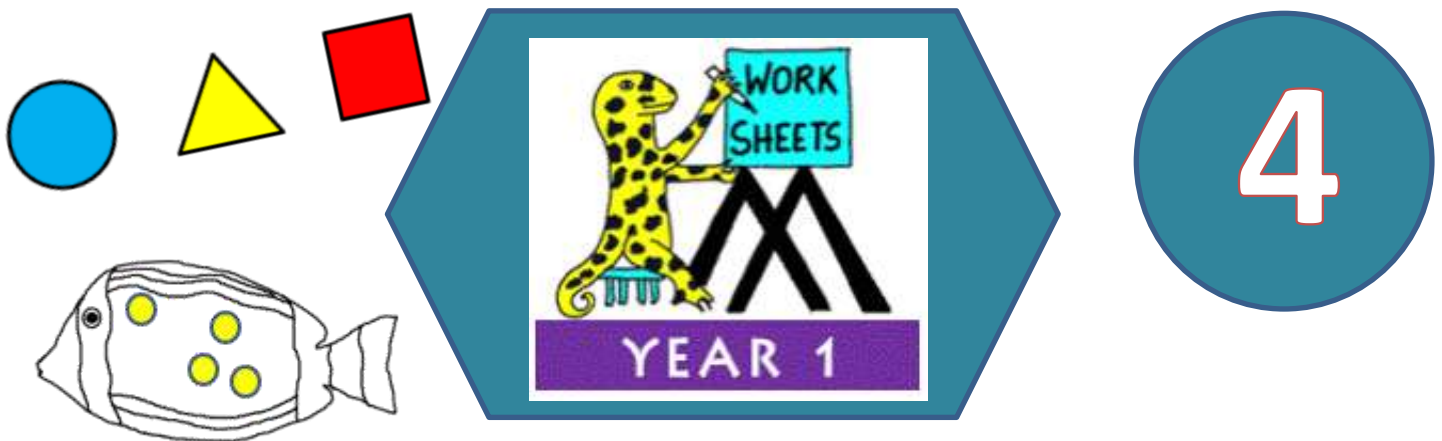


MATH SALAMANDERS

YEAR 1 MATHS GRAB PACK 4

This pack is a selection of 11 Math sheets and one game designed especially for Year 1 children.



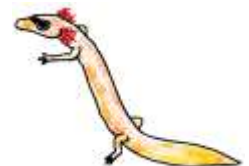
In the pack is a range of number sheets, colouring pages, and puzzles.

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

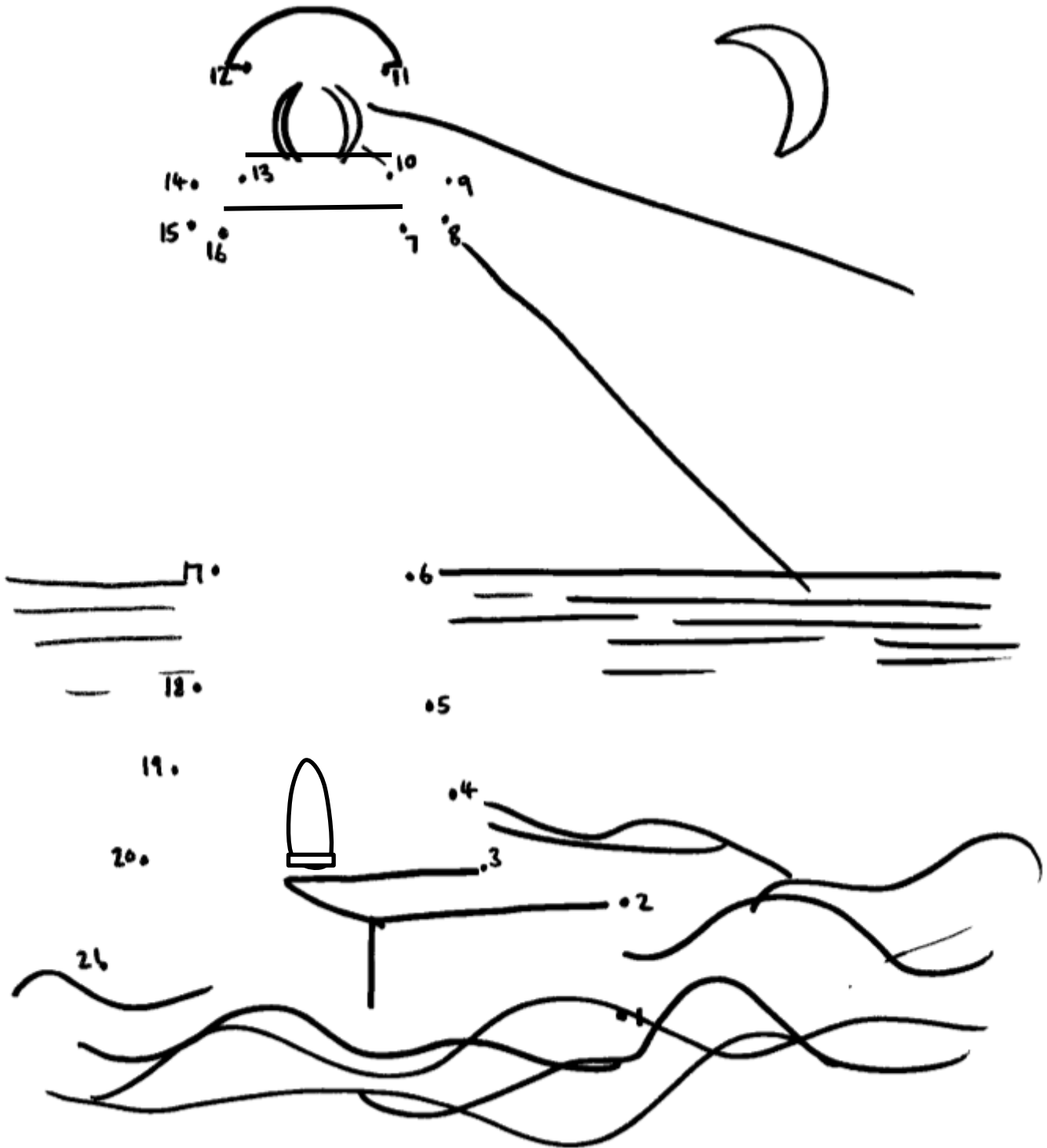
CONTENTS			
1	Lighthouse Dot-to-Dot	7	Match It Up Sheet 4
2	Who Has Most Sheet 3	8	Spot the Pattern 2
3	Number Bonds to 10 Sheet 2	9	Numbers to 10 Sheet 2
4	How many cm Sheet 2	10	Place Value to 20 Sheet 2
5	Greater, Less and Equal Sheet 3	11	Name and Trace Sheet 3
6	Subtraction to 10 Sheet 2	12	The Pit Of Doom 0 to 25 Game

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>

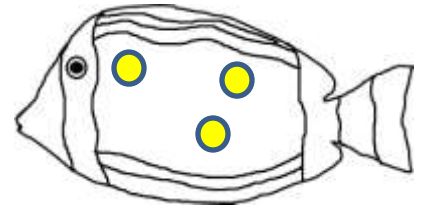
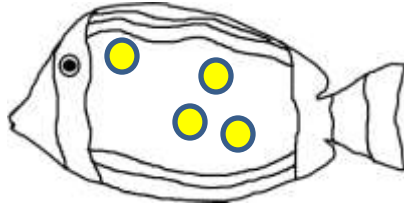
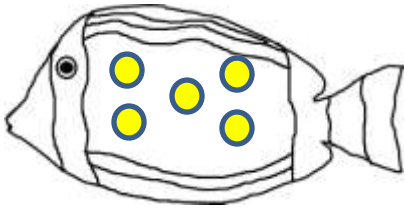


LIGHTHOUSE DOT-TO-DOT TO 21



WHO HAS MOST? SHEET 3

1) Shade the fish with the **most** spots red.



2) Circle the **biggest** number.

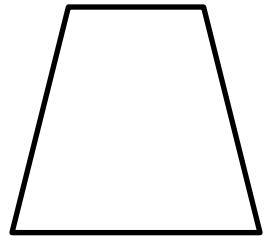
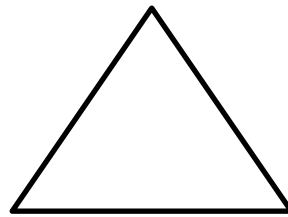
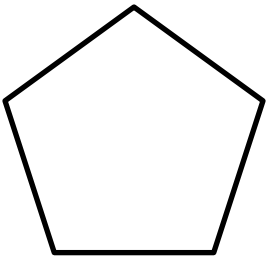
15

12

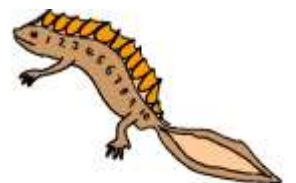
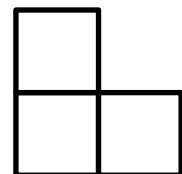
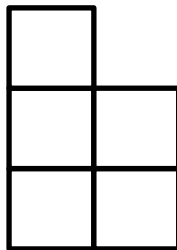
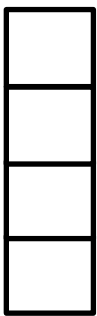
14

13

3) Shade the shape with the **most** sides yellow.

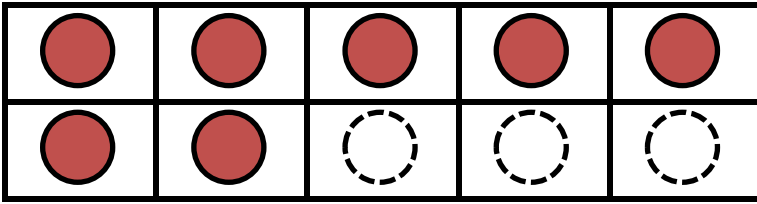


4) Circle the tower with the **most** cubes.

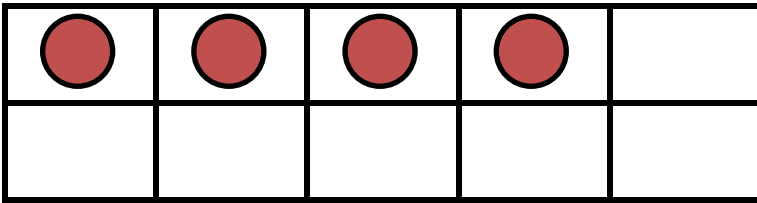


NUMBER BONDS TO 10 SHEET 2

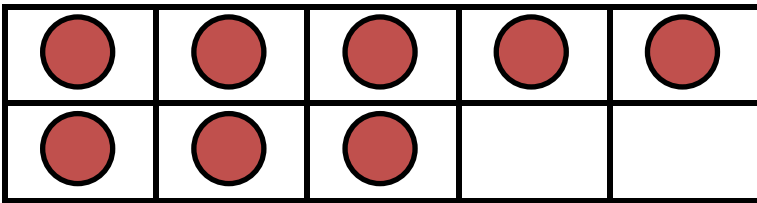
Complete the tens frame to find the missing number to make 10.



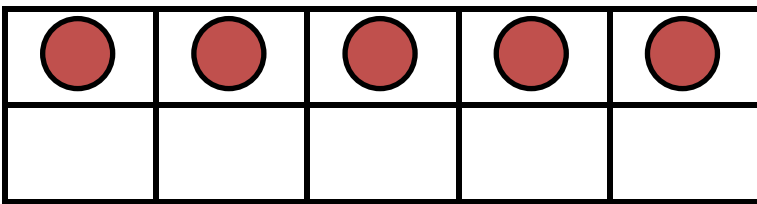
$$7 + 3 = 10$$



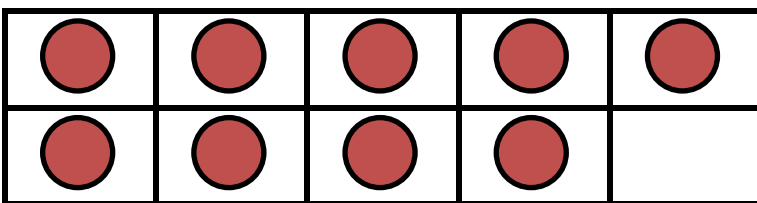
$$4 + \underline{\quad} = 10$$



$$8 + \underline{\quad} = 10$$



$$5 + \underline{\quad} = 10$$

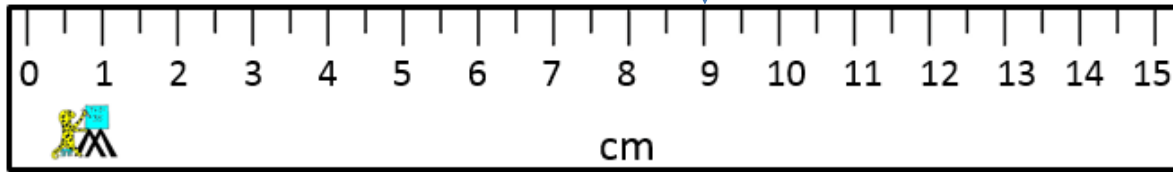


$$9 + \underline{\quad} = 10$$

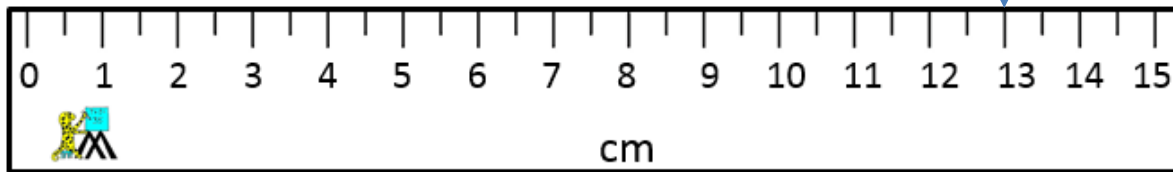


HOW MANY CM SHEET 2

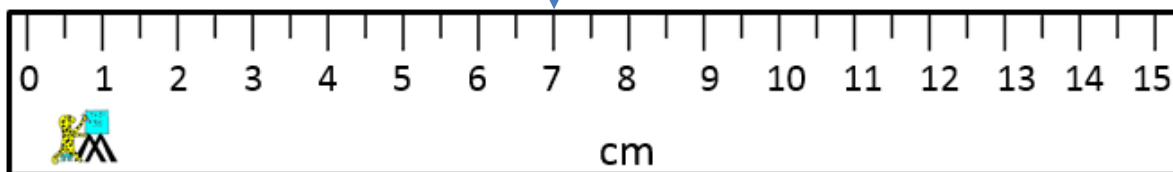
How many cm does the arrow show?



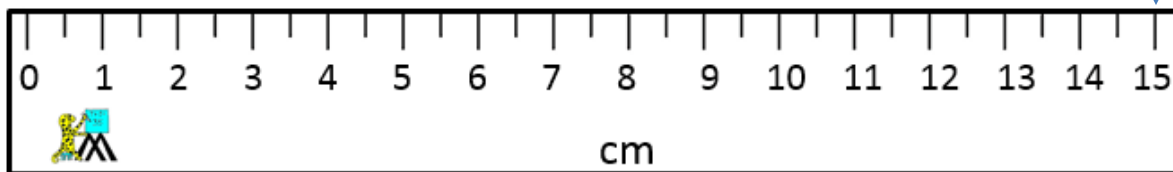
_____ cm



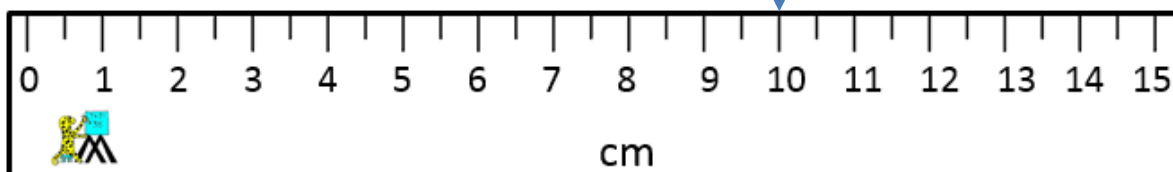
_____ cm



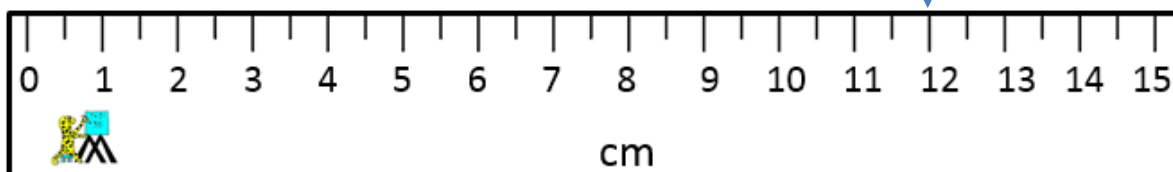
_____ cm



_____ cm



_____ cm

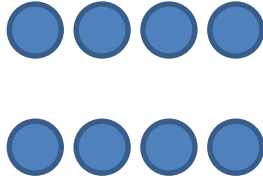
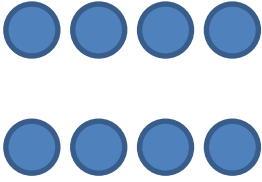


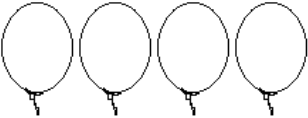
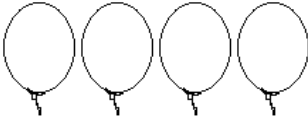
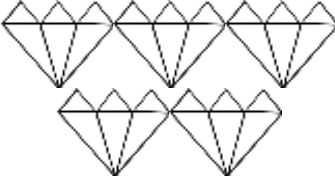
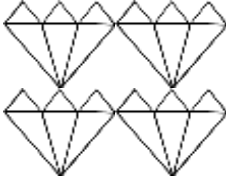
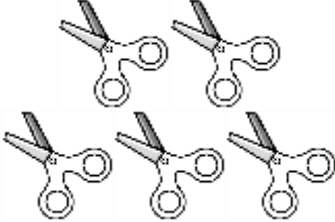
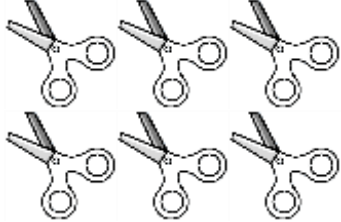


_____ cm

How many things can you find in your house that are about 10cm long?

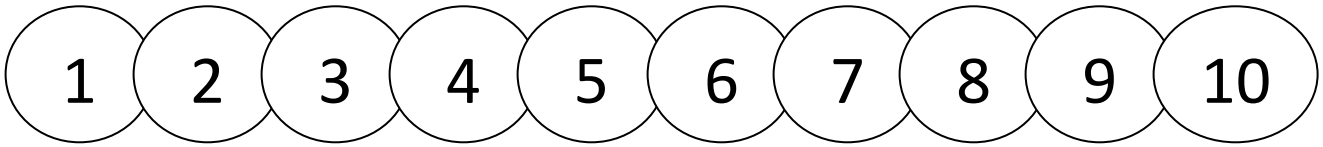
GREATER, LESS AND EQUAL SHEET 3

Circle the correct choice.

1)		<p>is greater than ></p> <p>is equal to =</p> <p>is less than <</p>	
2)	<p>6</p>	<p>is greater than ></p> <p>is equal to =</p> <p>is less than <</p>	<p>5</p>
3)		<p>is greater than ></p> <p>is equal to =</p> <p>is less than <</p>	
4)		<p>is greater than ></p> <p>is equal to =</p> <p>is less than <</p>	
5)		<p>is greater than ></p> <p>is equal to =</p> <p>is less than <</p>	
6)		<p>is greater than ></p> <p>is equal to =</p> <p>is less than <</p>	



SUBTRACTION TO 10 SHEET 2



Cross off the correct number of circles to find the answer.

1) $4 - 2 =$



7) $9 - 2 =$



2) $5 - 1 =$



8) $10 - 1 =$



3) $7 - 1 =$



9) $8 - 3 =$



4) $6 - 2 =$



10) $6 - 3 =$



5) $8 - 2 =$



11) $5 - 4 =$



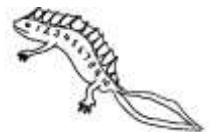
6) $7 - 5 =$



12) $6 - 6 =$

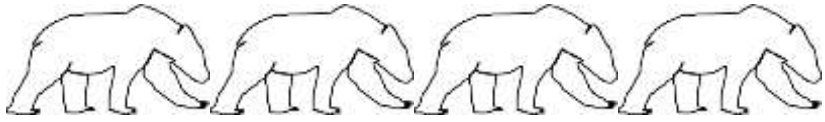
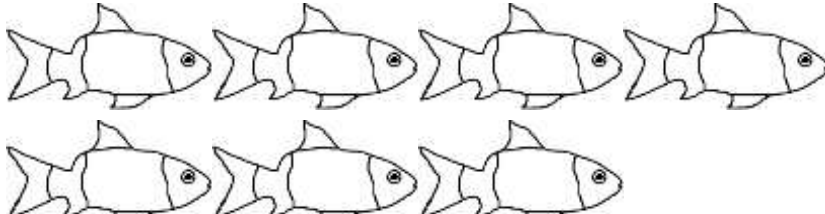

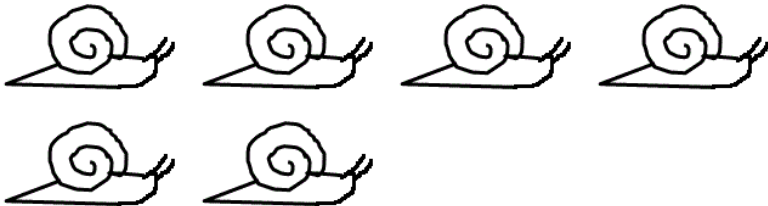




Remember to count carefully!



MATCH IT UP SHEET 4

Draw lines to connect the numbers and shapes that go together.

3	
4	
5	
6	
7	
8	

Shade the animals with 4 legs green and more than 4 legs red.

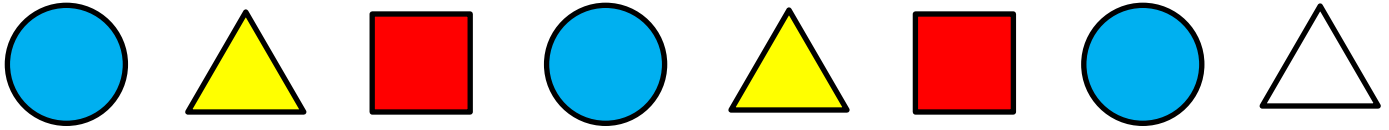
How many green animals are there? _____ How many red? _____



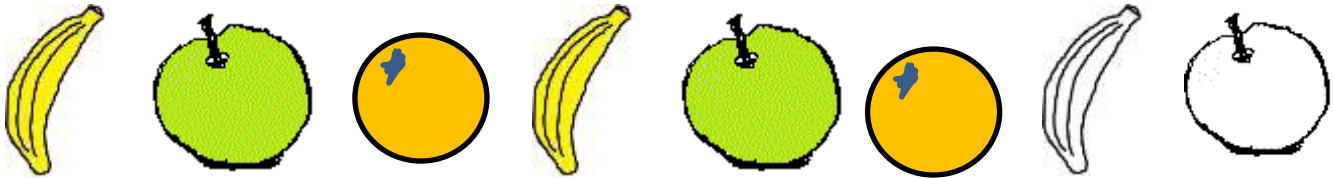
SPOT THE PATTERN 2

Spot the pattern and then fill in the missing patterns.

1) Shade the shape to finish the patterns.



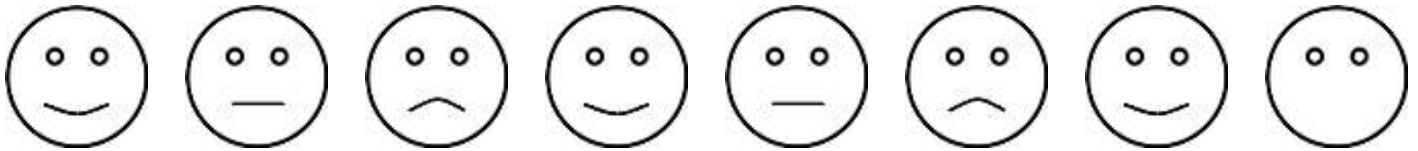
2) Shade the shapes to finish the patterns.



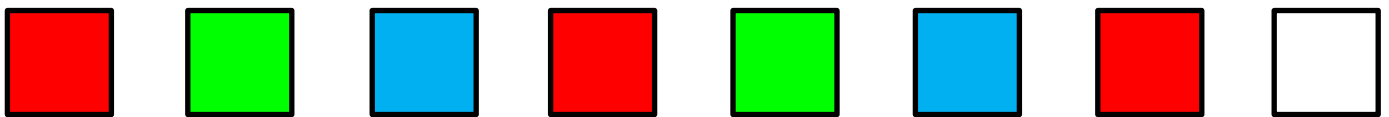
3) Shade the shape to finish the patterns.



4) Draw the next face to finish the patterns.



5) Shade the shape to finish the patterns.

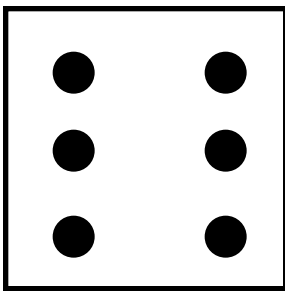
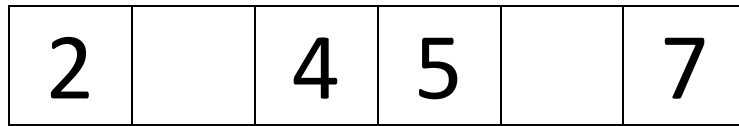
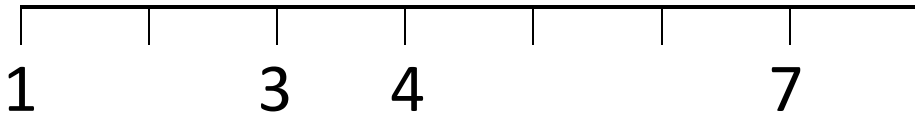


6) Fill in the last letter.

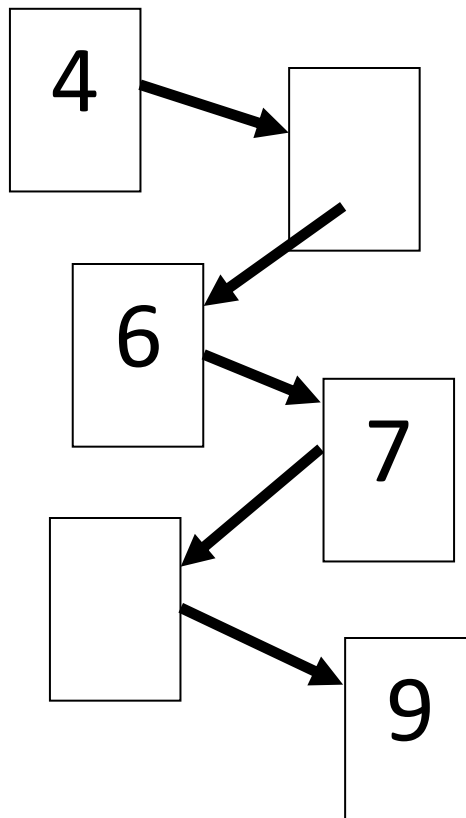
A	B	C	A	B	C	A	B	
---	---	---	---	---	---	---	---	--

NUMBERS TO 10 SHEET 2

Fill in the missing numbers in these patterns.



How many spots? _____



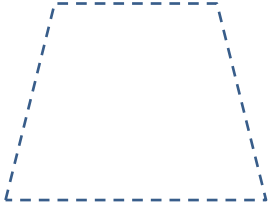
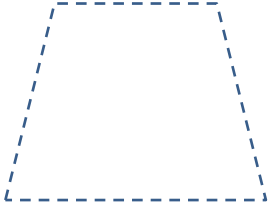
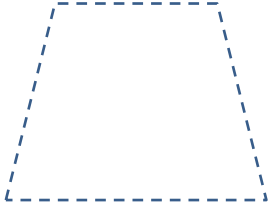
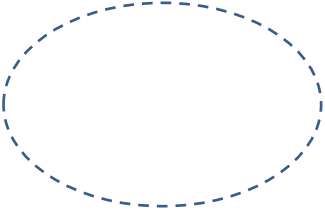
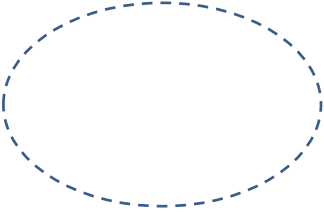
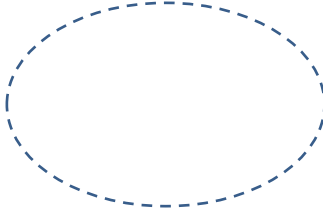



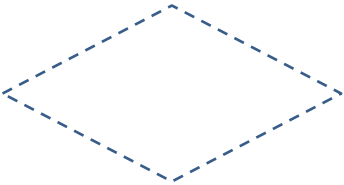
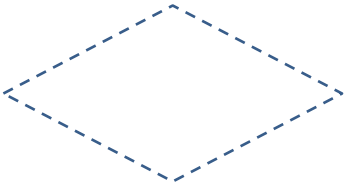
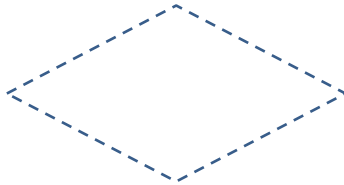
PLACE VALUE TO 20 SHEET 2

Write down the number in the number frames.

1)			= _____
2)			= _____
3)			= _____
4)			= _____
5)			= _____
6)			= _____
7)			= _____
8)			= _____
9)			= _____



TRACE THE SHAPE SHEET 3

Trapezium			
Oval			
Semicircle			
Rhombus			

- Colour the shapes with 4 sides yellow.
- Colour the shapes with curved lines green.



THE PIT OF DOOM 0 TO 25

Age range: Kindergarten +

Number of players: 2+

Learning: Learn to use numbers up to 25, and know where they are placed on a number line.

You will need

- 1 counter per player
- 1 dice

Instructions

- All players place their counters at number 20 on the board.
- Roll the die and follow the instruction on the game board.
- If you roll a 6, you have to keep rolling the dice until you get an odd number and then follow the instructions for that number.
- If you get swallowed, you are out of the game.
- The winner is either the first player to get out of the pit, or the last player left who has not been swallowed.

Variations on this game

- Roll 2 dice and follow the instructions on the game board for each dice separately.
- Make up your own rules for what happens when you roll each number on the dice.
- Alternative winning rule: the winner is the first person to get swallowed.

THE PIT OF DOOM



DIE ROLL

- 1 = STAY WHERE YOU ARE
- 2 = GO DOWN 1 PLACE (-1)
- 3 = GO DOWN 2 PLACES (-2)
- 4 = GO UP A PLACE (+1)
- 5 = GO DOWN 3 PLACES (-3)
- 6 = STUCK – THROW AN ODD NUMBER TO CONTINUE

Will you be the pit's next victim?

You have been swallowed!

Swallowing time coming up!