NRICH problems (nrich.maths.org) linked to the Curriculum for Wales Foundation Phase Framework for Year 1

The stars indicate the level of confidence and competence needed to begin the activity. One star problems will be suitable for the whole class, two stars for the majority and three stars for those who like a serious challenge. Games are indicated by 'G', problems by 'P' and investigations by 'I'.

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Key:	Normal text: LNF Statement		Area of Learning Skill ❖		Extended skills ▲	
Strand / PoS Element	**PoS Objective**	**NRICH Resources**	**PoS Objective**	**NRICH Resources**	**PoS Objective**	**NRICH Resources**
Using Number Skills Use number facts and relationships	Count reliably up to 20 objects		Recite numbers up to 100, forwards and backwards and from different starting points. ❖	**100 Square Jigsaw** P *	Read and write numbers to at least 20 **forming and orientating them correctly.** ▲	**What's in a Name?** P ** **Writing Digits** P *
Using Number Skills Use number facts and relationships	Compare and order numbers to at least 20.	**Robot Monsters** P * **All Change** I *	Demonstrate an understanding of place value, *e.g. one 10 and four units equal 14 up to at least 20.* ❖	**Snail One Hundred** G *	Use number facts within 10, i.e. doubling and halving, *e.g. 4 + 4;* bonds of 10, *e.g. 6 + 4.*	
Using Number Skills Use number facts and relationships	**Recall doubles and near doubles up to 10.** ❖		**Recognise odd and even numbers up to 20.** ❖	**Even and Odd** P *	**Count in 2s, 10s and 5s to 100.** ❖	**Biscuit Decorations** P * **Grouping Goodies** P ***
Using Number Skills Use number facts and relationships	**Use ordinal numbers to 20 in practical situations.** ❖	**Queue** P **	**Read and write number words to 10.** ❖			
Using Number Skills Fractions, decimals, percentages and ratio	Find halves in practical situations	**Fair Feast** P * **Halving** I **	**Recall halves up to 10.** ❖			

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Using Number Skills Calculate using mental and written methods	**Mentally recall 'one more' of a number within 20. ❖** **Mentally recall 'one less' of a number within 20. ❖**		Use "counting on" strategies to add two collections, starting with the larger numbers e.g. 8+5.	**Two Dice** P *	Add and subtract numbers involving up to 10 objects.	**Domino Sorting** P *
Using Number Skills Calculate using mental and written methods	**Use a range of strategies to mentally solve problems within 10. ❖'**	**One Big Triangle** P * **Pairs of Numbers** P * **Weighted Numbers** P *	**Solve one –step problems that involve addition and subtraction, including missing number problems, e.g. 7+☐=9, using concrete objects and pictorial representations. ❖**	**Sort Them Out (1)** P * **Butterfly Flowers** P * **Lots of Biscuits!** P * **Share Bears** I *	**Use known facts to solve simple problems within 10 e.g. doubling and halving, number bonds. ❖**	
Using Number Skills Estimate and check	Make a sensible estimate of a number of objects that can be checked by counting.	**Count the Crayons** I *	**Make a sensible estimate of measurement in length, height, weight and capacity that can be checked using non-standard measures. ❖**	**Bottles (1)** I *		

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![nrich logo]

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Strand / PoS Element	PoS Objective	NRICH Resources	PoS Objective	NRICH Resources	PoS Objective	NRICH Resources
Using Number Skills *Manage money*	Use different combinations of money to pay for items up to 20p.		Find totals and give change from 10p.			
Using Measuring Skills Length, weight/mass, capacity	Use non-standard units to measure: - length, height and distance.	**Wallpaper** P ** **Sizing Them Up** P * **The Animals' Sports Day** P * **How Tall?** P * **Can You Do it Too?** I **	Use non-standard units to measure weight / mass.	**NRICH (EY): Presents**	Use non-standard units to measure capacity.	**Bottles (2)** I *
Using Measuring Skills Time	Use the concept of time in terms of their daily and Wkly activities and the seasons of the year.	**Times of Day** P *	**Understand and order the days of the Wk, the months and seasons of the year in meaningful contexts. ❖**	**Snap** G *	Use standard units of time to read 'o'clock' using both analogue and 12-hour digital clocks.	
Using Measuring Skills *Temperature* Area and volume, Angle and position	Use descriptive words for a range of temperatures, *e.g. cooler/warmer*		Make whole turns and half turns.	**Turning** I *	**Describe position, direction and movement. ❖**	**Tangram Tangle** P *** **Olympic Rings** I ** **2 Rings** I **

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Strand / PoS Element	PoS Objective	NRICH Resources	PoS Objective	NRICH Resources	PoS Objective	NRICH Resources
Using Geometry Skills Shape	**Recognise and name common 2D shapes (square, triangle, rectangle, circle and semi-circle) in order to begin to compare and sort.** ❖	**Shaping It I * What's Happening? I * Jig Shapes I ***	**Recognise and name common 3D shapes (*cube, cuboid, cone and sphere*) in order to begin to compare and sort.** ❖		**Use 2D and 3D shapes and describe how they fit together.** ❖ **Recognise and complete a symmetrical picture or simple shape.** ❖	**Exploded Squares I ***
Using Data Skills Collect and record data Present and analyse data Interpret results *Pattern*	Sort and classify objects using more than one criterion. Demonstrate an understanding of repeating patterns, including shape and number, by describing, reproducing and extending.	**Repeating Patterns I ***	Collect information by voting or sorting and represent it in pictures, objects or drawings.		Make lists and tables based on data collected.	