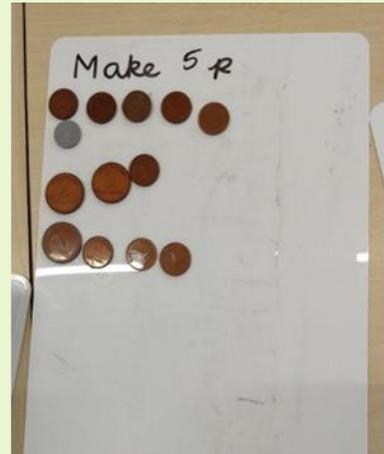
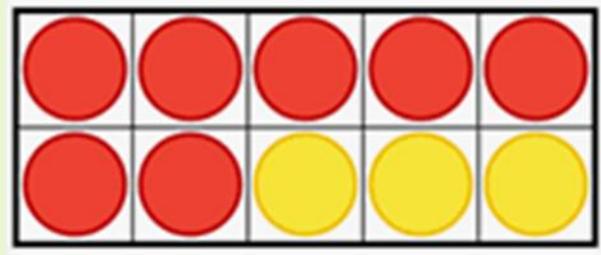


Maths at Saint Alban and Saint Stephen Catholic Primary School & Nursery

Meeting for KS1 Parents
12th February 2026



Our aim at Saint Alban and Saint Stephen Catholic Primary School and Nursery is that children will learn to be confident in exploring and using a wide range of maths skills that they can build on in their future learning and use in their adult lives.

The purpose of Maths is the pursuit for truth, and the thinking skills developed through the Maths Curriculum should inspire learners to be innovative, creative, critical and analytical learners. Enjoying the beauty of Maths enables learners to engage with the transcendent dimensions of life. It will inspire them to become the pioneers and inventors of today and the future.

How Children Learn Maths

- ▶ Using practical mathematical resources
- ▶ Exploring and investigating
- ▶ Oracy - talking about what we can see or understand
- ▶ Representing learning using pictures and then more abstract.



Herts for Learning Essential Maths Scheme

- ▶ Across both sites ensuring consistency and progression.
- ▶ Sequences of lessons for each year group.
- ▶ High emphasis on using mathematical equipment for practical learning.
- ▶ Problem solving skills embedded throughout.
- ▶ Children learn to record using pictorial representations and more abstract recording, e.g. number sentences.
- ▶ Oracy is important - speaking frames support children's use of mathematical language.

Speaking frames

Finding Combinations of Coins for Different Values Speaking Frame

The ... rod represents $\square p$.

To make $\square p$ you can combine a $\square p$ coin, $\square p$ coin ...

So

$\square p$ is equal to $\square p$ and $\square p$...

$$\square p = \square p + \square p + \dots$$

Our Classroom Environments

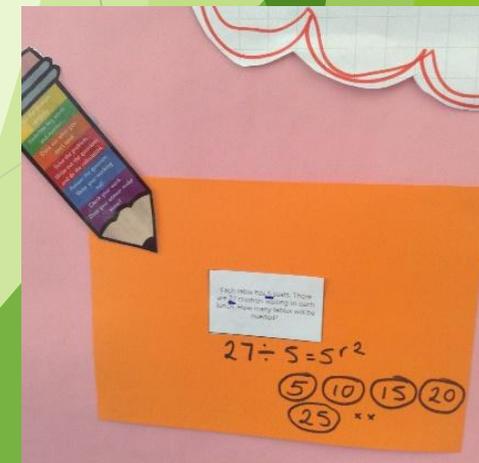
- ▶ Children are encouraged to access a wide range of resources independently.
- ▶ Working walls and interactive maths displays encourage pupil learning.



Year 1

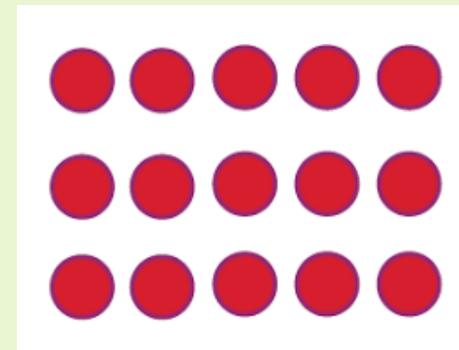
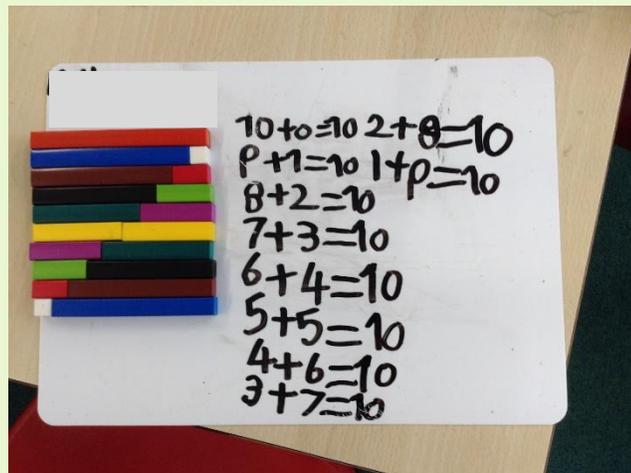
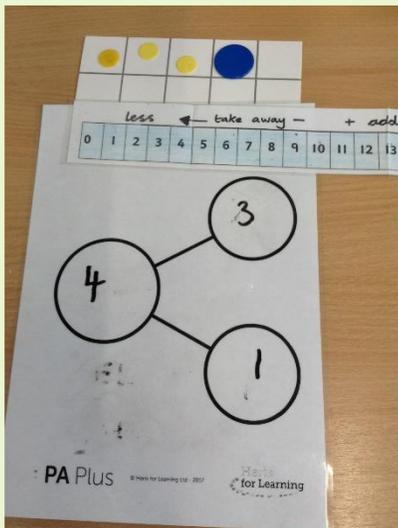
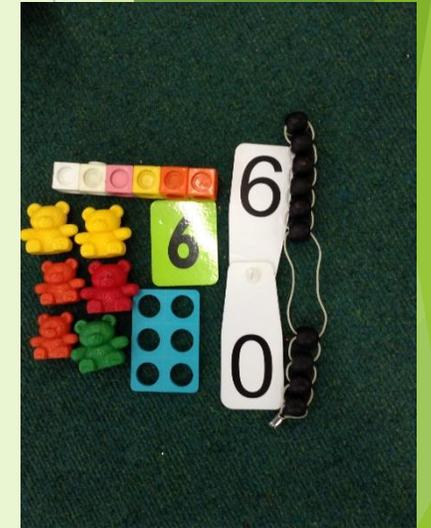
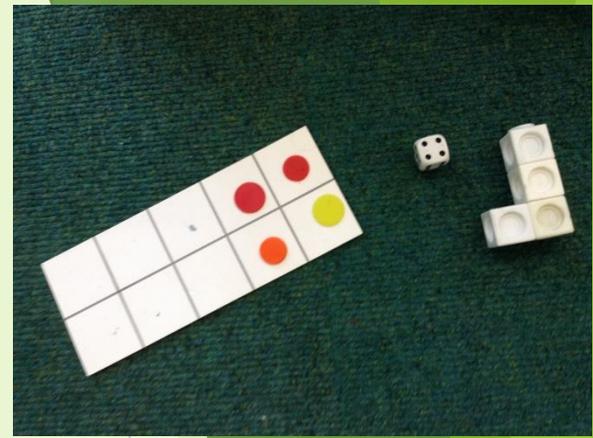


Year 2



Maths in Key Stage 1

- ▶ Continue to develop subitising skills, e.g. with tens frames.
- ▶ Representing and regrouping numbers in different ways.
- ▶ Place value - what each digit represents in a 2 digit number.
- ▶ Recognising odd and even numbers.
- ▶ Discovering the link between addition and subtraction.
- ▶ Practical multiplication and division - grouping and arrays.

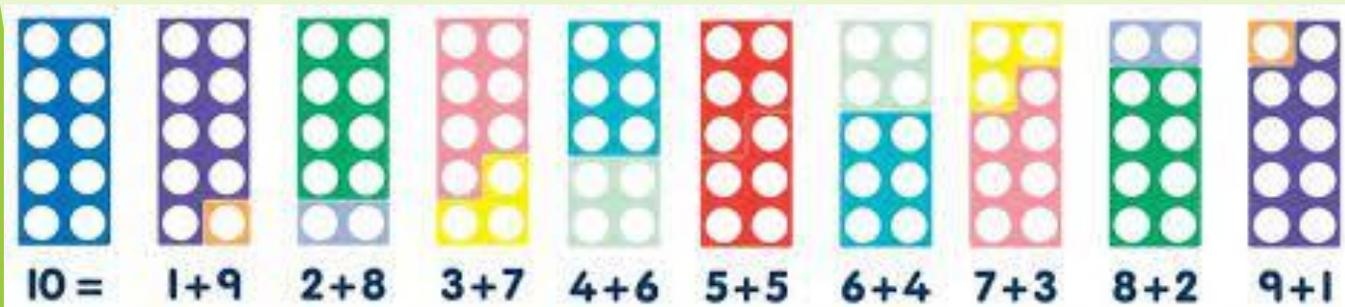


Numicon

Teens numbers - tens and ones

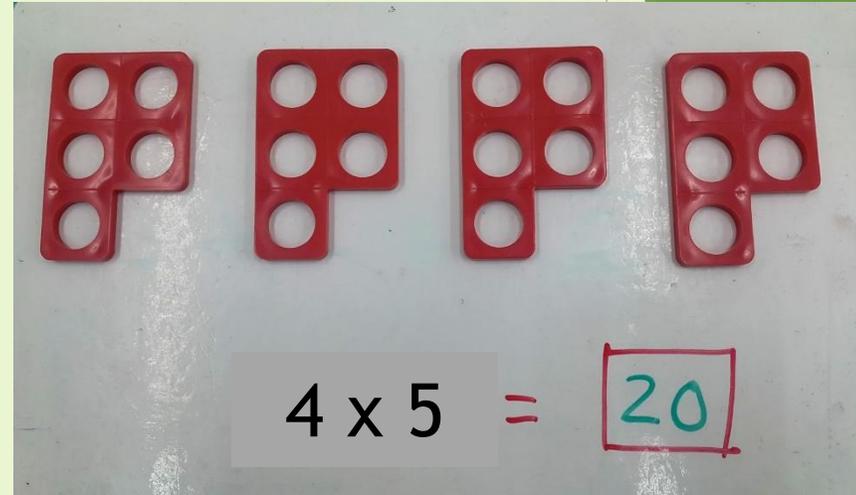


Odd and even numbers



Number bonds to 10

Multiplication



Explore equivalence

Place Value

The image shows a child's work on a place value chart. The chart is titled "Tens Frame" and is divided into two main sections: "Tens" and "Ones".

- Tens:** This section contains two green sticks, representing 2 tens.
- Ones:** This section is a 2x5 grid. The top row contains four yellow blocks, representing 4 ones.

Hand-drawn annotations include:

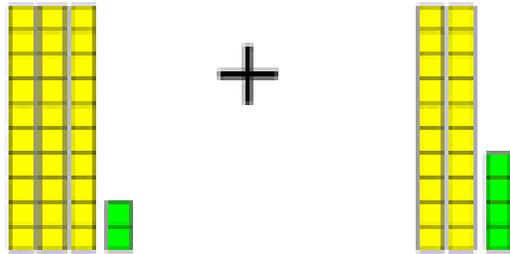
- A circle around the number 24 in the top left corner, with a line connecting the 2 to a circle around the 4.
- A circle around the number 20 in the middle left.
- A diamond shape containing the number 4 in the middle left.

At the bottom of the page, there is a large yellow and green card with the number 24 written on it. The text "PA Plus" is visible on the left, and "Here for Learning" is visible on the right.

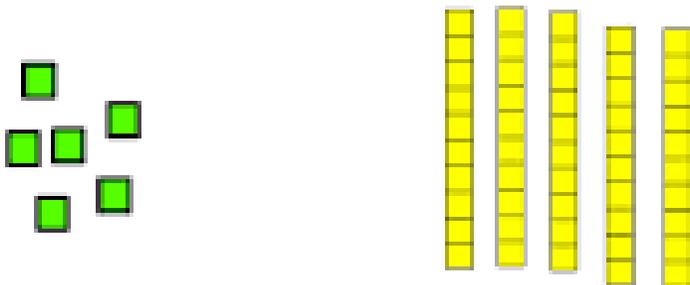
Addition and Subtraction

Base Ten

I can add two digit numbers



Count the ones and then the tens



Base 10 Blocks

$62 - 25 = \text{----}$

Tens	Ones

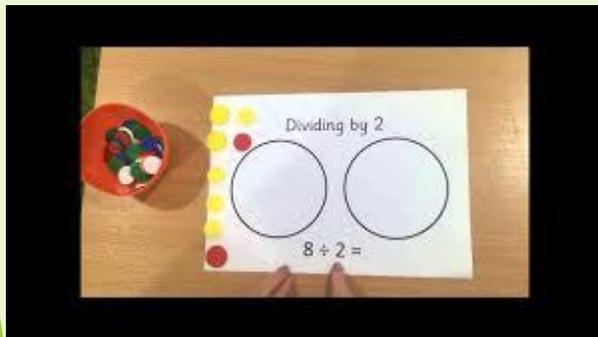
The diagram illustrates the subtraction process. In the Tens column, one rod is circled and an arrow points to the Ones column, where it is decomposed into ten cubes. This process is repeated for the second rod in the Tens column. The final result is shown as four rods in the Tens column and seven cubes in the Ones column.

Regrouping - making different groups to represent different numbers
e.g. regrouping 1 ten into 10 ones.

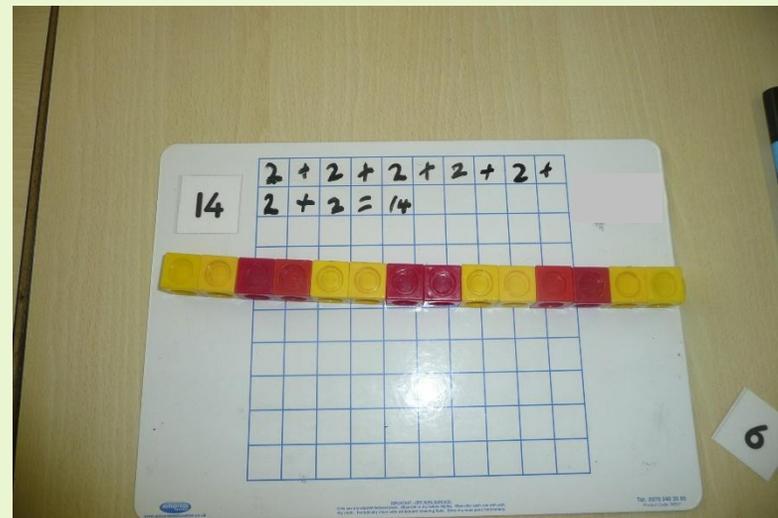
Multiplication and Division

2x, 5x, 10x and 3x tables

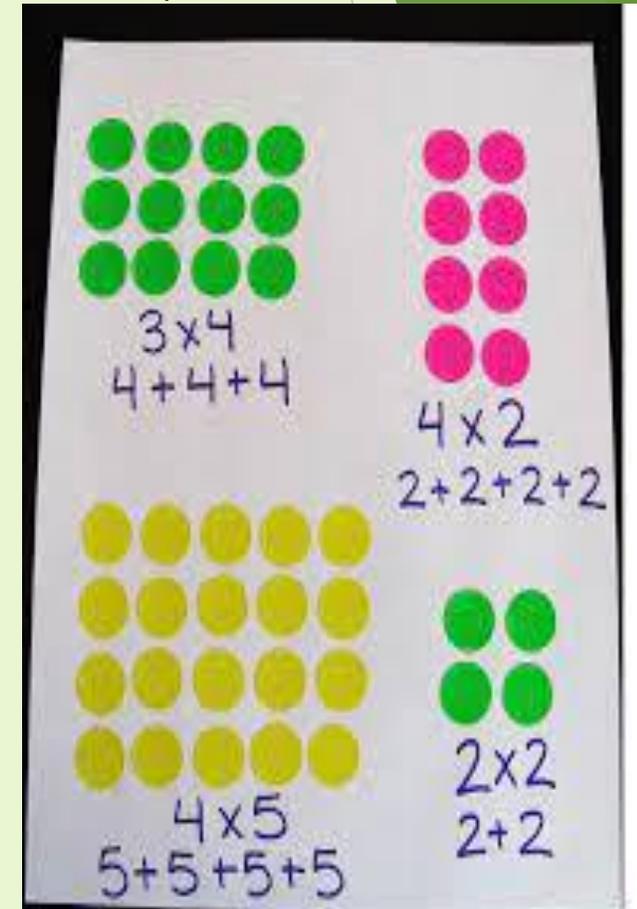
Sharing



Grouping

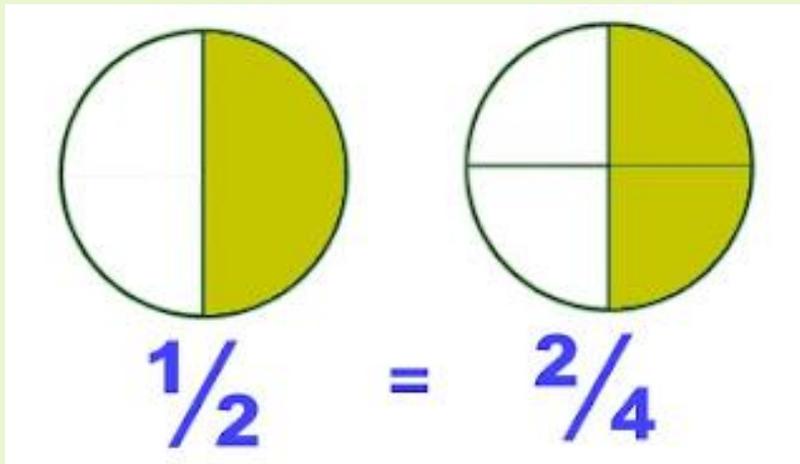
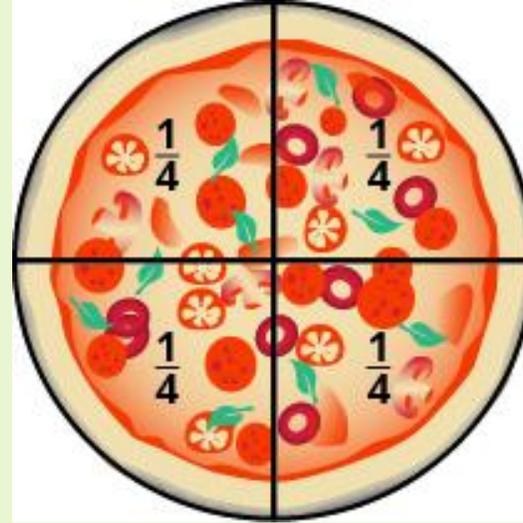


Arrays

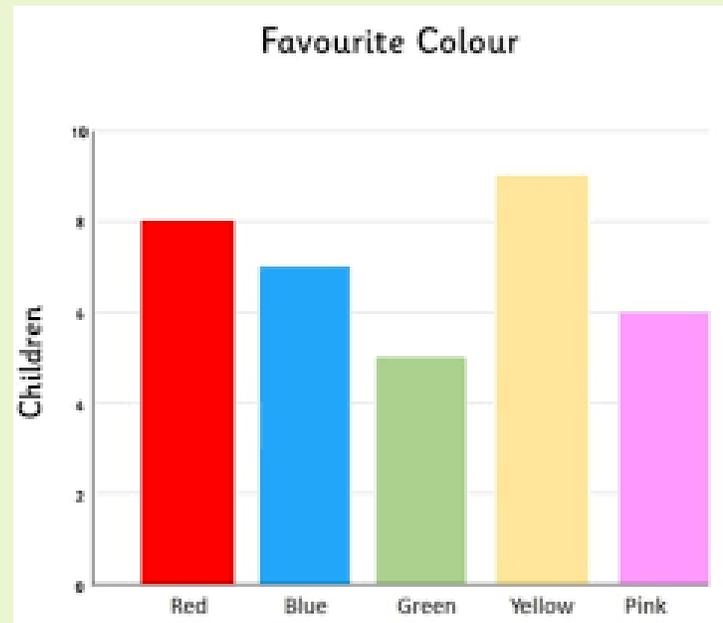
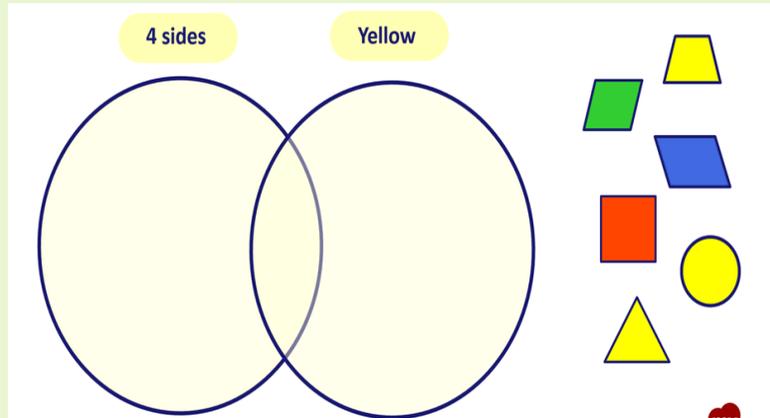


Fractions

- Fractions of shape
- Fractions of numbers
- Equivalent fractions
- Links to multiplication and division



Data Handling



No. of fruits	Tally Marks
Apples	III
Oranges	IIII
Pineapples	I

Carroll Diagram

Press F11 to switch to/from full screen Start Again

Drag and drop each shape to its correct position in the diagram

	Regular Polygons	Not Regular Polygons
Quadrilaterals		
Not Quadrilaterals		

Print

The interface shows a collection of shapes: a red square, a pink octagon, a blue circle, a blue square, a brown triangle, a green diamond, a blue pentagon, a red rectangle, a green house-shaped pentagon, a pink triangle, and an orange parallelogram. These shapes are intended to be dragged into the four quadrants of the Carroll diagram.

Measures



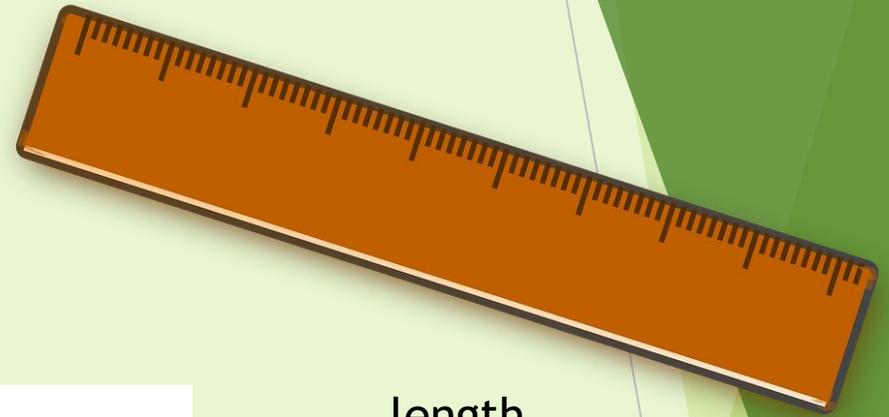
Mass



capacity



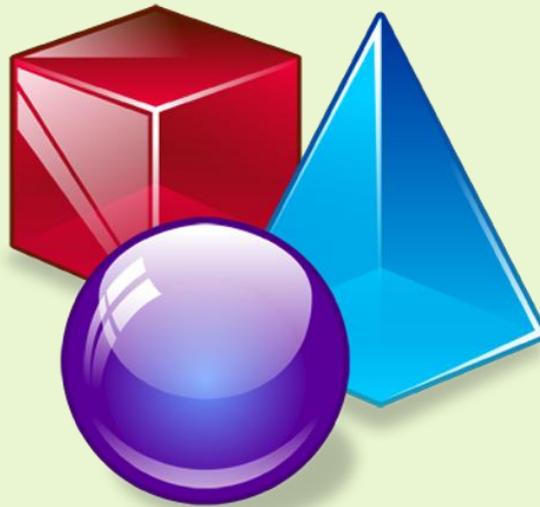
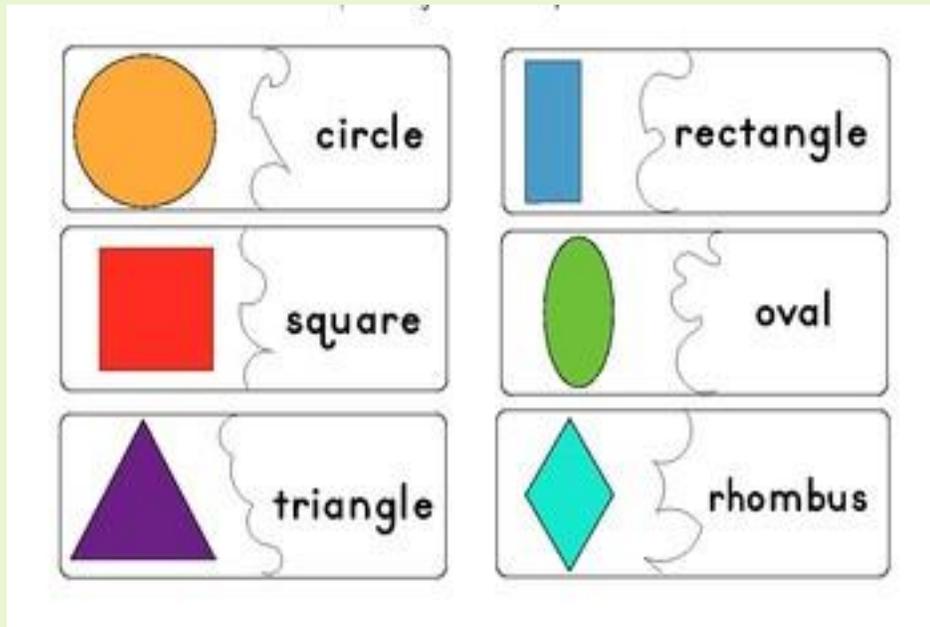
time



length

Shape

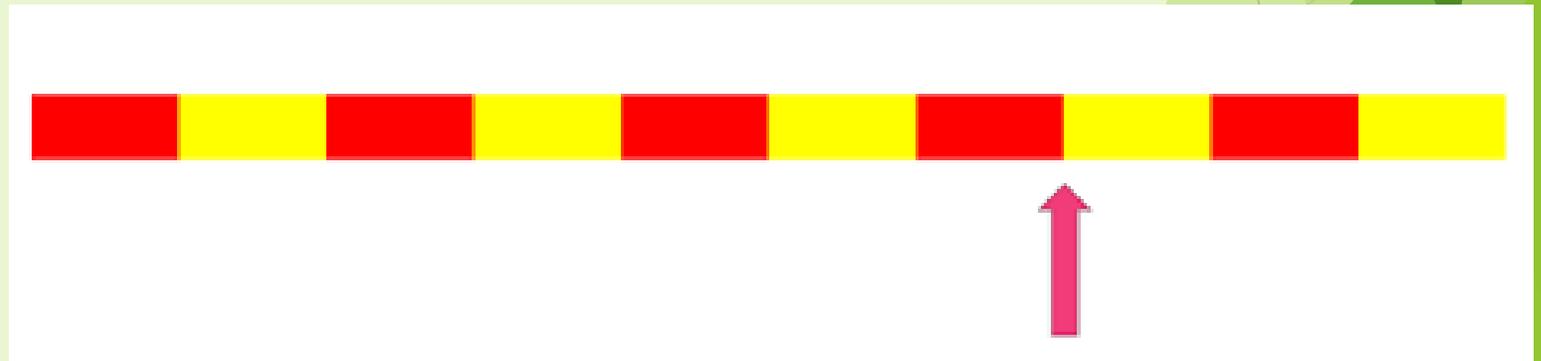
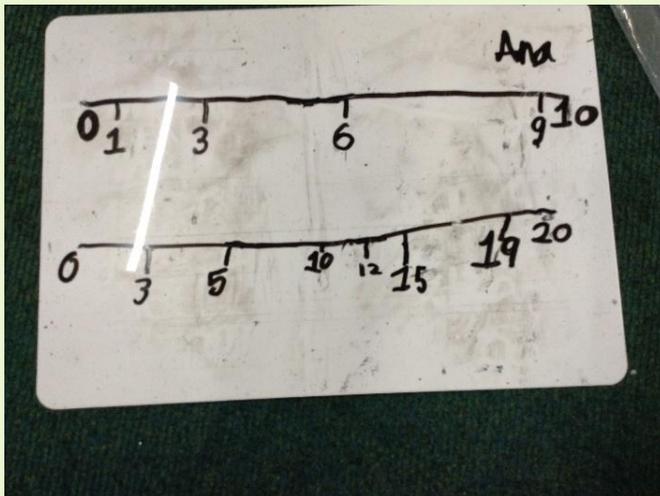
Name and describe 2D and 3D shapes.



- face
- vertices
- edge
- curved
- flat
- surface

Maths Fluency

- ▶ Children spend 10-15 minutes per day on Maths fluency.
- ▶ Revisit previous maths learning
- ▶ Develop quick recall of number facts.



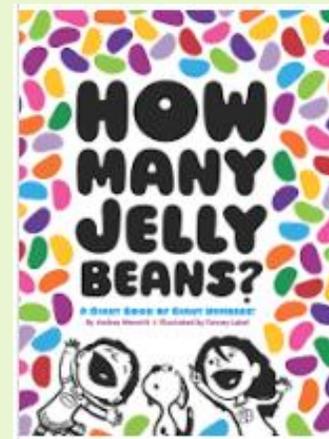
Home Learning

- ▶ Maths choices on Medium Term Plan
- ▶ Weekly homework
 - ▶ My Maths (completing tasks set by teachers)
- ▶ Times Tables Rock Stars and Numbots online maths.



Making Maths Fun!

- ▶ Maths Week
- ▶ NSPCC Number Day
- ▶ Children dressed up with numbers
- ▶ Art activities with maths theme
- ▶ Maths stories
- ▶ Outdoor learning.



Additional Ways To Support Maths At Home.

- ▶ Cooking - uses variety of Maths skills in real life contexts - such as weighing, reading a scale and time.
- ▶ Playing board games - dice reinforce subitising skills, moving counters support 1:1 correspondence, snakes and ladders develops number recognition, addition and subtraction.
- ▶ Tell stories - e.g. addition or subtraction.
- ▶ Card games and dominoes.
- ▶ Looking at clocks at home - analogue and digital.
- ▶ Money - playing shopping games and giving children opportunities to use money in real life situations.
- ▶ Additional online learning:



[BBC Bitesize KS1 Maths](#)



[Topmarks KS1 Maths](#)

