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Cambridge Primary Stage 1

Activities to support you at home

Brighter Thinking

Better Learning

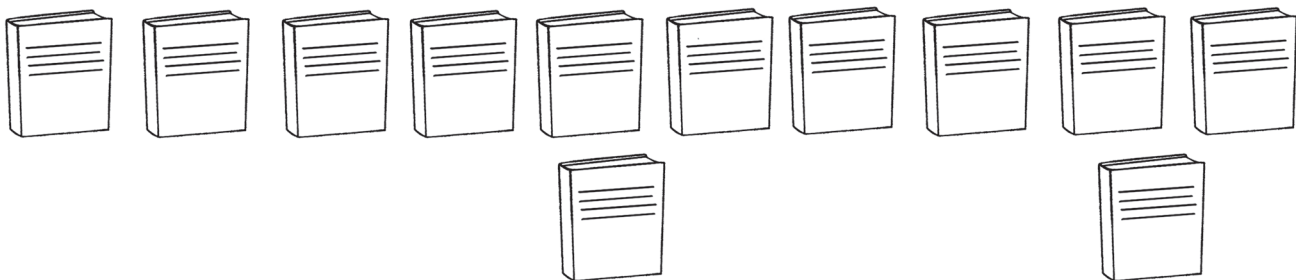
Unit 1

Photocopiable activity 2: Numbers extension 1-12

Count and write.

1 2 3 4 5 6

7 8 9 10 11 12



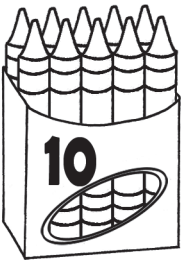
How many children? _____


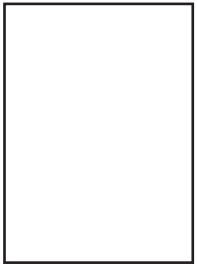
How many books? _____

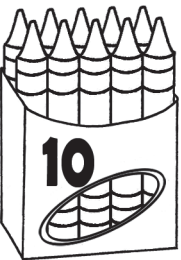
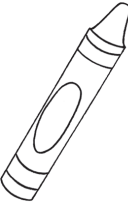
Are there more children or more books? _____

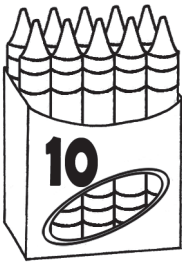
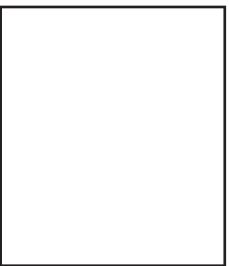
Photocopiable activity 3: Numbers extension 10–15

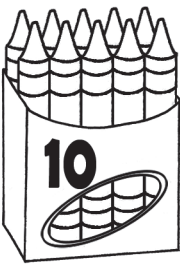
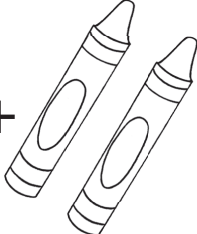
Write, count, and draw.


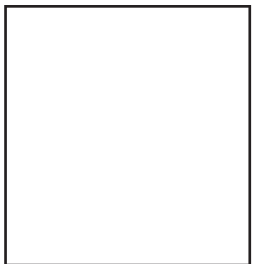
10 = 

13 =  + 

11 =  + 

14 =  + 

12 =  + 

15 =  + 

Draw 15 apples.



Photocopiable activity 6: Numbers extension 10–20

Trace the numbers. Write the missing numbers.

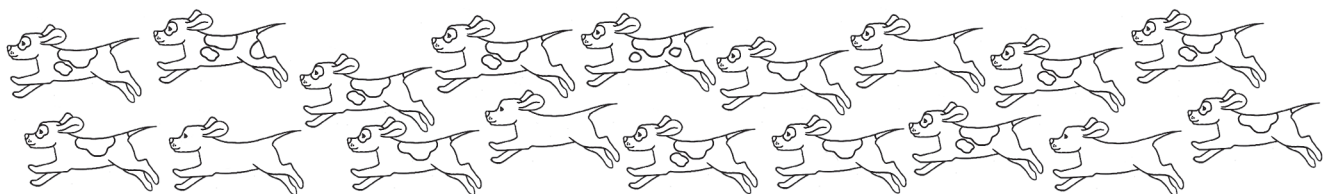
10 11 _____ 13 _____ 15
 _____ _____ 18 19 20

How many fingers? Count and write.



Draw and count.

There are 18 dogs.



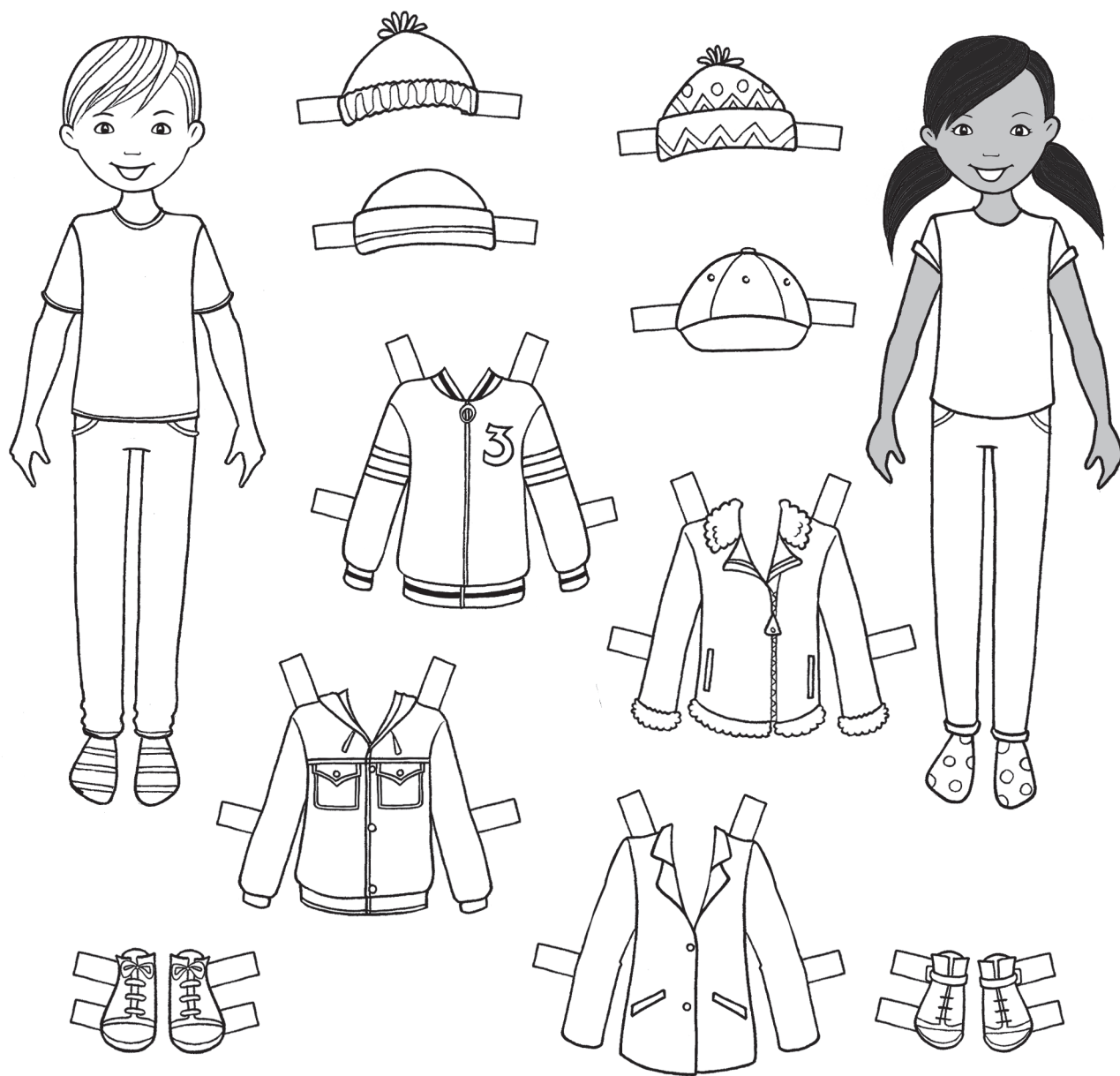
There are 10 red balls and 6 yellow balls. Draw the balls.



How many balls are there altogether? _____

Are there more dogs or more balls? _____

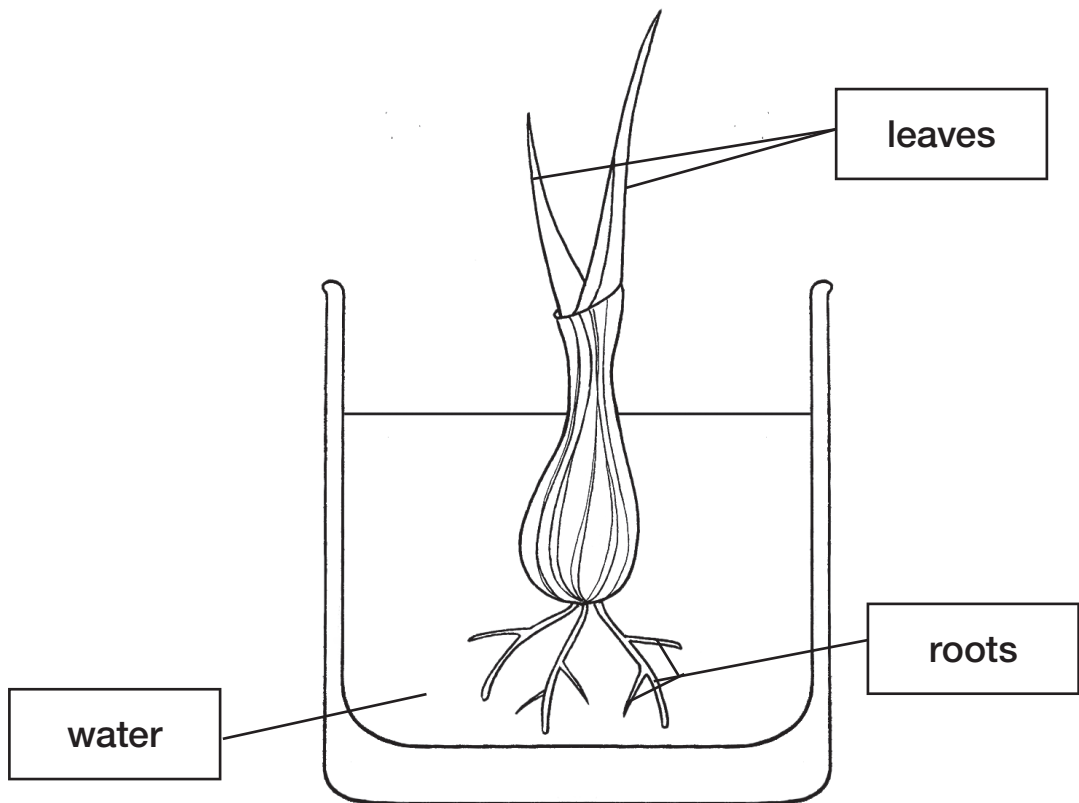
Photocopiable activity 8: Project A – Make a fashion model



Unit 5

Photocopiable activity 10: Grow an onion

Grow an onion in water.



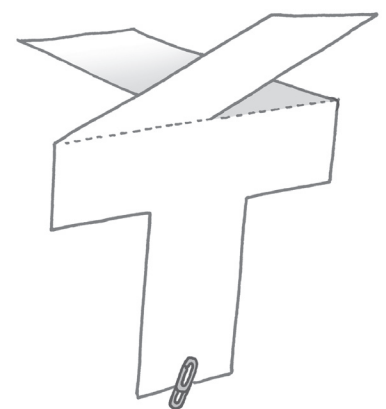
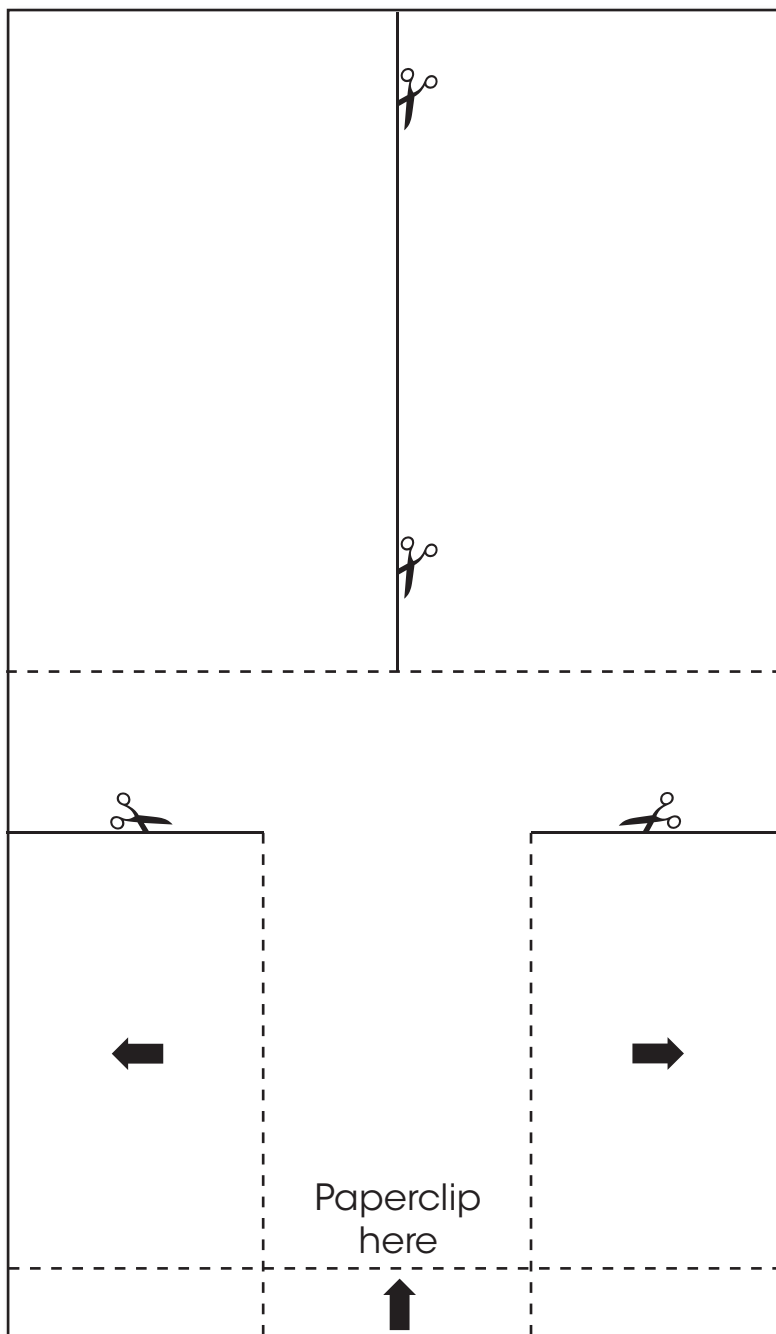
How tall is the longest leaf? Measure it.

Watch it grow!

How tall is my onion leaf?	
Day 1	My onion leaf is _____ long.
Day ____	My onion leaf is _____ long.
Day ____	My onion leaf is _____ long.

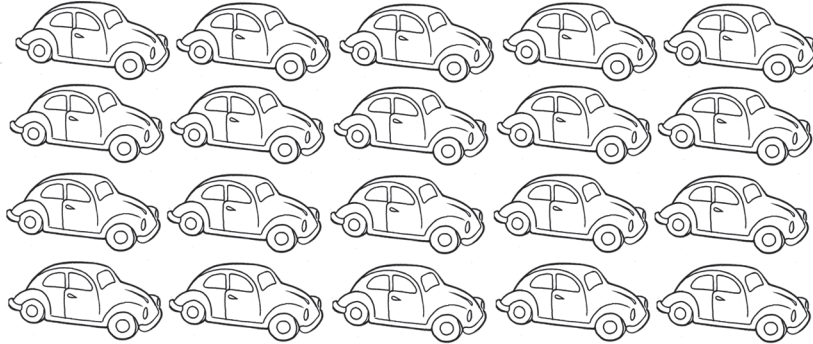
Photocopiable activity 13: Make a helicopter

- 1 Cut out the paper helicopter shape.
- 2 Cut on the solid lines. Fold on the broken lines.
- 3 Attach the paper clip.
- 4 Fly your helicopter.



Photocopiable activity 14: Numbers extension 20–30

Colour and count.



Colour 5 cars blue.

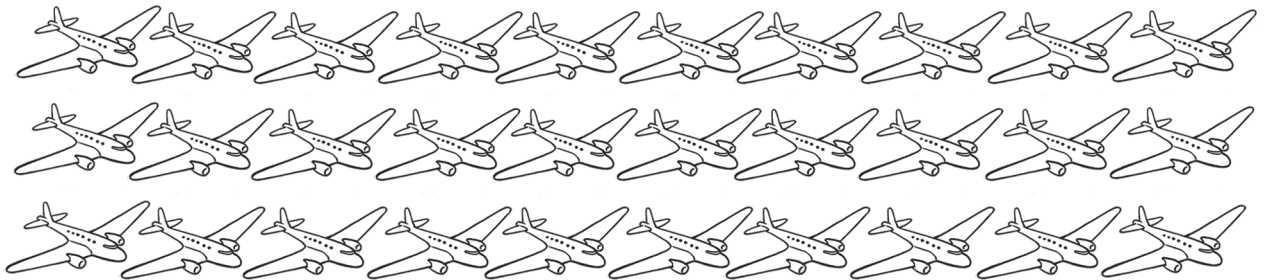
Colour 5 cars green.

Colour 5 cars red.

Colour 5 cars orange.

Count the cars.

How many cars? _____



Colour 10 planes yellow.

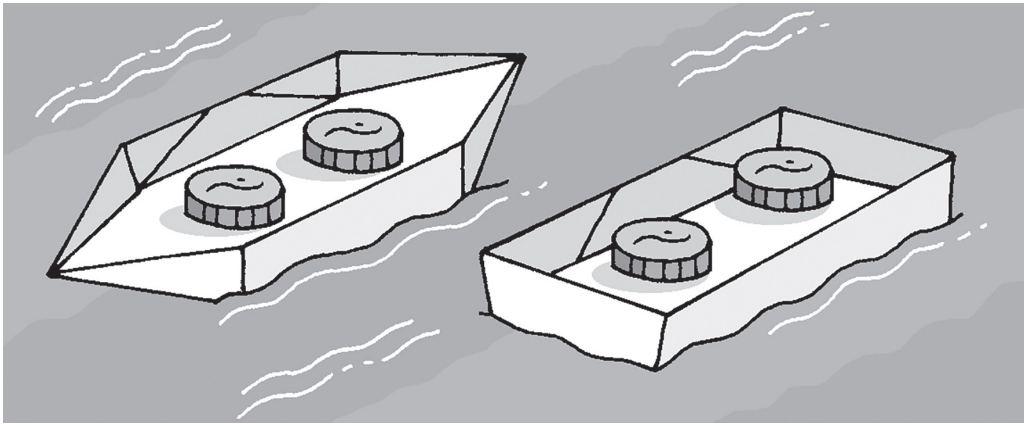
Colour 10 planes black.

Colour 10 planes purple.

Count the planes.

How many planes? _____

**Photocopiable activity 16: Project C – Do an experiment:
Does your boat float?**



Does Boat A float?		
	Yes, it does.	No, it doesn't.
with 0 coins?		
with 2 coins?		
with 5 coins?		
with 10 coins?		

Does Boat B float?		
	Yes, it does.	No, it doesn't.
with 0 coins?		
with 2 coins?		
with 5 coins?		
with 10 coins?		

Photocopiable activity 17: Numbers extension 30–100

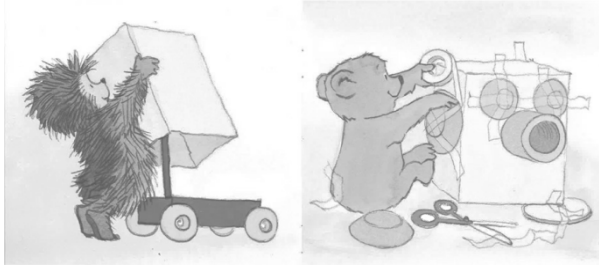

Write the missing numbers.



30	31	___	33	34	35	36	37	___	39
40	___	42	___	44	___	46	47	48	49
50	51	52	53	___	55	___	57	___	59
60	61	___	___	64	65	___	67	68	___
___	71	___	73	74	___	76	___	78	79
80	___	___	83	___	85	___	87	88	___
90	91	___	___	94	95	96	97	___	___
100									

What is your favourite number between 30 and 100? Write it here: _____ .

PCM 4 Playing with friends

What can we make?


	
<p>First ...</p>	<p>Then ...</p>

	
<p>Next ...</p>	<p>At the end ...</p>

Find the right sentence for each picture.

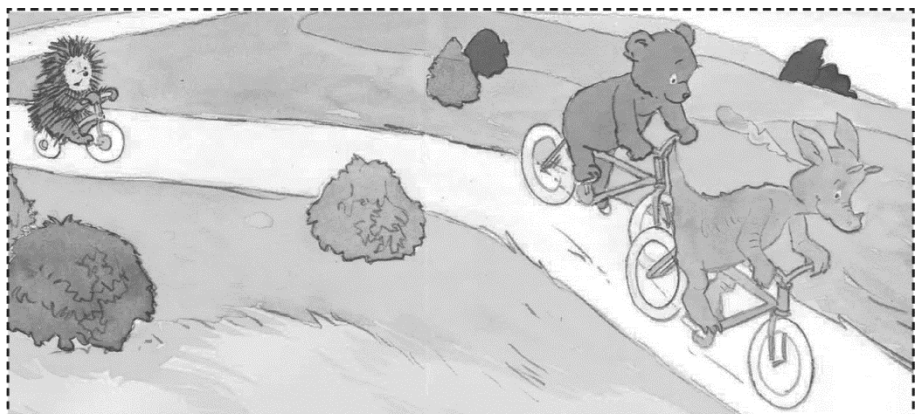
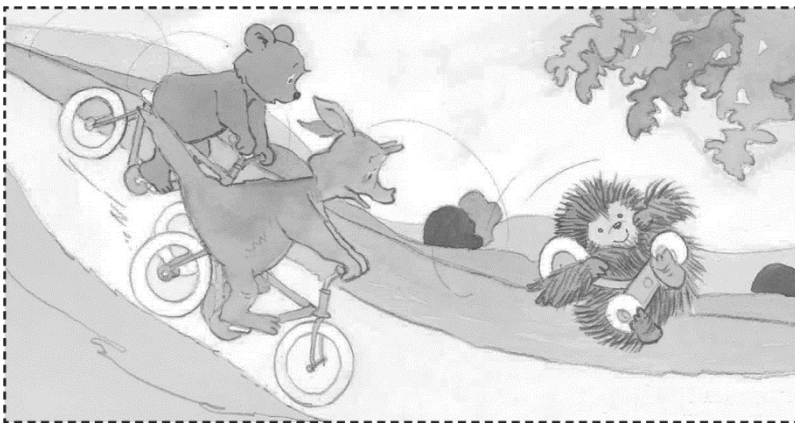
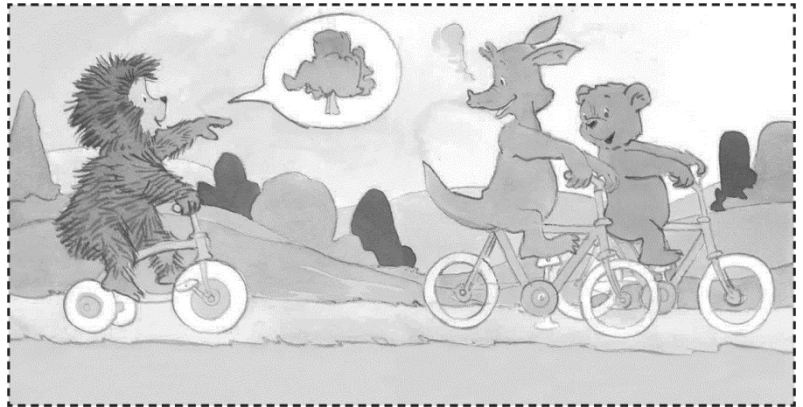
Write it in the space.

Or you can cut and stick it.

 <p>Hedgehog makes the arms.</p>	<p>The robot says, 'Hello'.</p>
<p>Bear paints the mouth.</p>	<p>Hedgehog makes the body and Bear makes the head.</p>

PCM 3 *The Bike Race*

Cut out the pictures and sort the story into the right order.
Stick it onto another piece of paper.

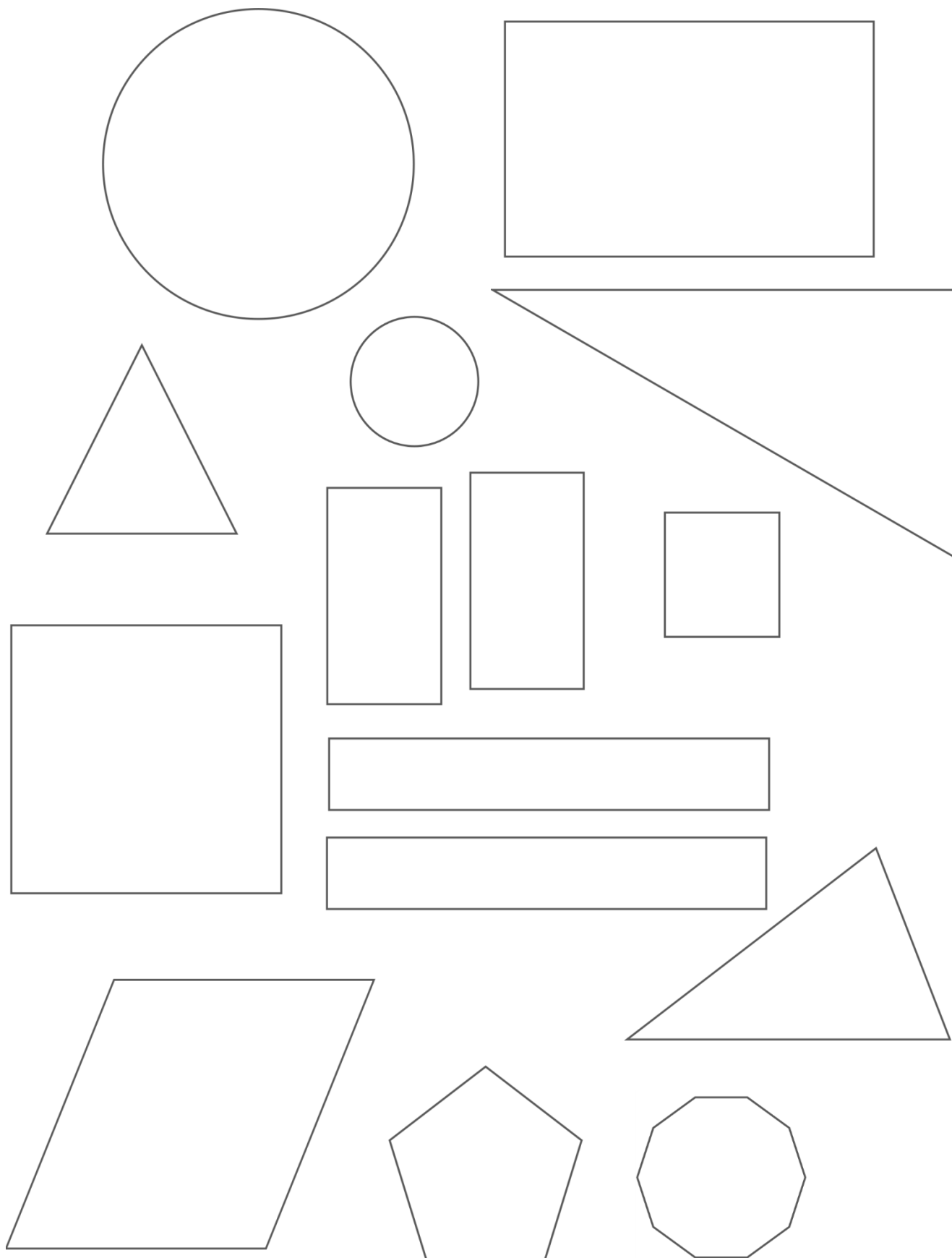


Now tell the story to
your family and friends.

PCM 5 Make a robot

Cut out the shapes.

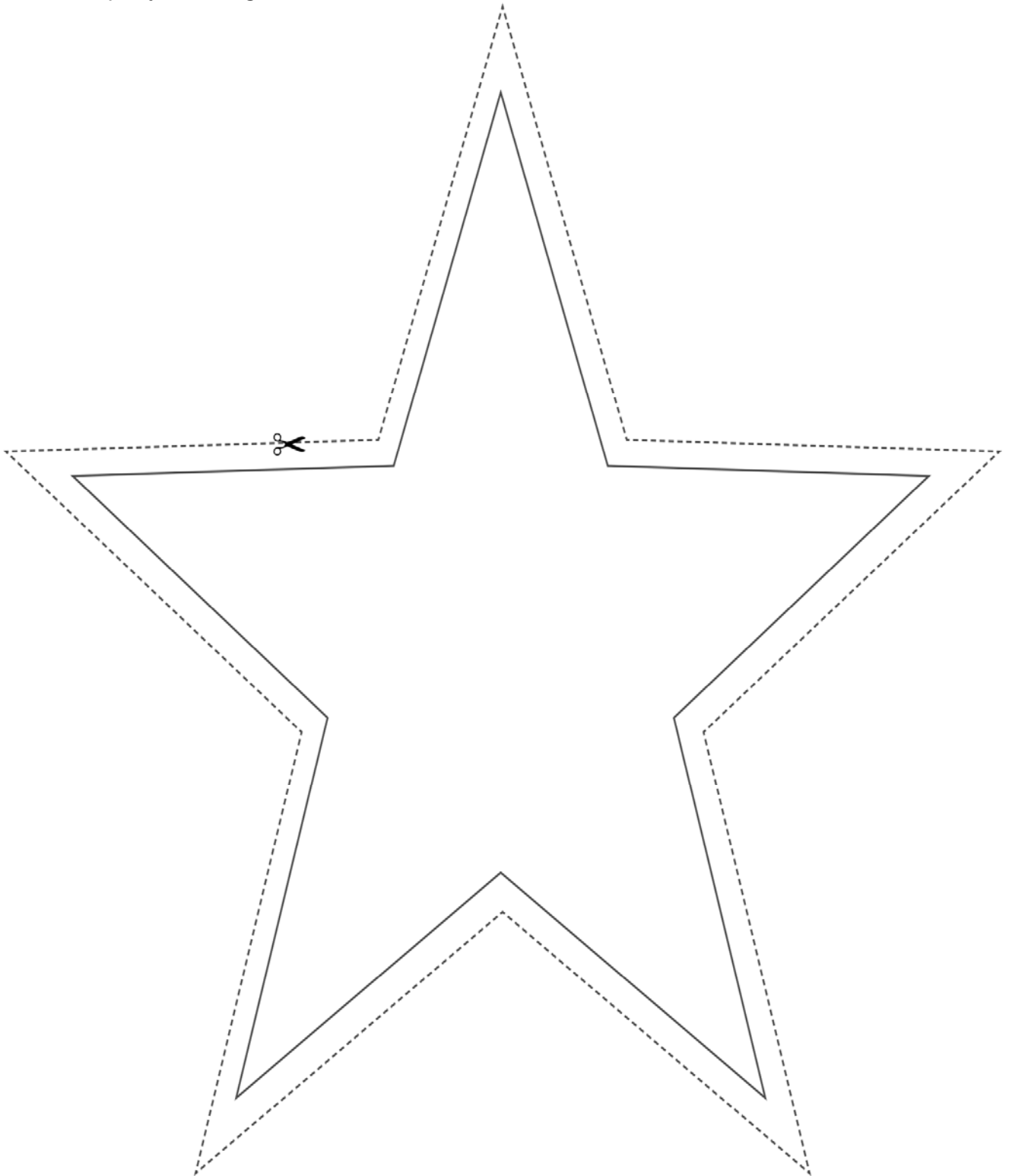
Stick them on another piece of paper to make your own robot shape.



PCM 6 Dangle

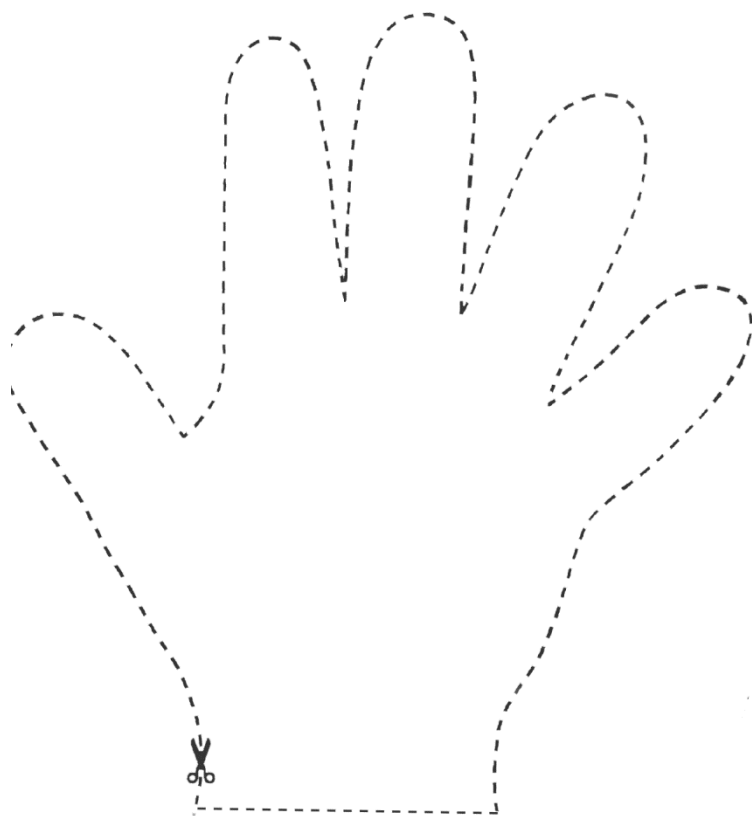
How to make a dangle:

- 1 Cut out the shape.
- 2 Write a message on both sides.
- 3 Write your name in small letters along one side.
- 4 Join some thread to the top of the star.
- 5 Tie or pin your dangle for others to see.

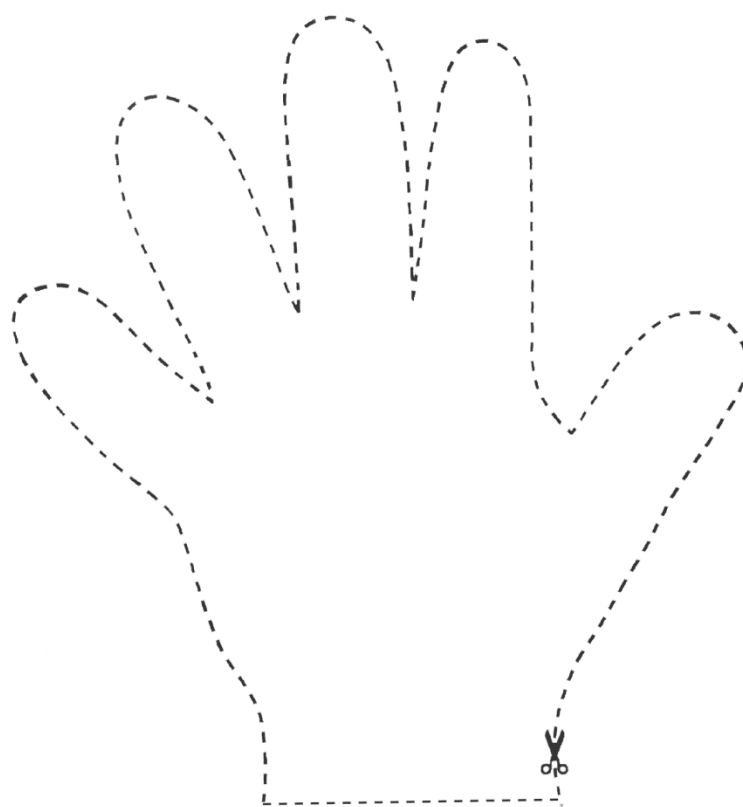


PCM 8 Make a hand puppet

Draw a face on each finger of the front of hand. Give each face a name. Cut out the front and back of the hand. Stick them together around the edge. Leave the bottom open so you can put your hand in.



Front of hand




Back of hand

PCM 9 Make a *Snap!* game

Cut out each card. Write two words that rhyme on the blank cards.

Mark or colour the back of each card so that you know which cards belong to you.



one	sun
two	shoe
tree	bee
more	door
five	dive
six	sticks
ring	swing
cats	hats
eight	late

PCM 10 *You can swim, Jim!* by Kaye Umansky

Find the names of the characters. Ring them in red.

Find the rhyming words. Underline them in blue.

SPLASH! Whoopee! Hey, look at me!
I'm first one in, the water's fine!
Sam don't howl. You've lost your towel?
Jilly says she's feeling chilly.
Clive can dive. Look! There he goes.
Come on in, Jim. You can swim, Jim.
Take a jump and hold your nose.

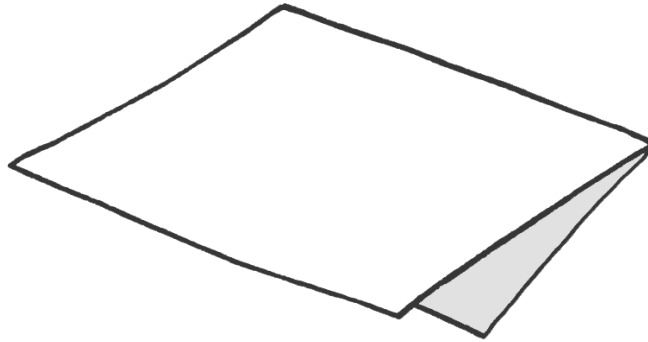
Don't look grim, Jim. You can swim, Jim.
You can swim, you know you can.
Jim looks grumpy, gone all humpy.
Says he doesn't want a dip.
Going off to buy some biscuits –
Mind, it's slippy! Jim don't trip!

SPLASH! Jim's in trouble! Lots of bubbles!
Where's he gone? Oh deary me!
Up he bobs and look, he's smiling!
Hey there, you lot, watch him go!
You can swim, Jim! You can swim, Jim!
You can swim! I told you so!

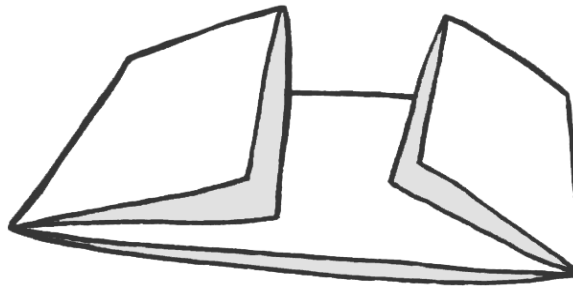
PCM 2 Zigzag book instructions

Notes for teacher:

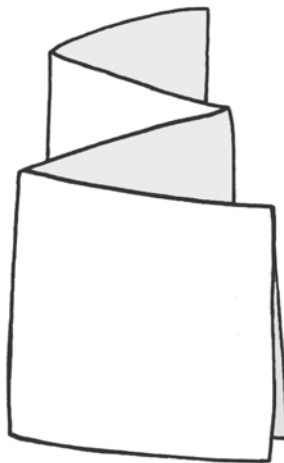
- 1 Fold the sheet in half lengthways. If one side of the paper already has text and drawings, make sure that side is on the outside.



- 2 Keep the sheet folded. Fold the two ends so that they meet in the middle.



- 3 Fold in half again as shown. The section at the front will be the cover.



- 4 Make sure all the folds are creased well. You've made a Zigzag book!

PCM 13 Make a zigzag book

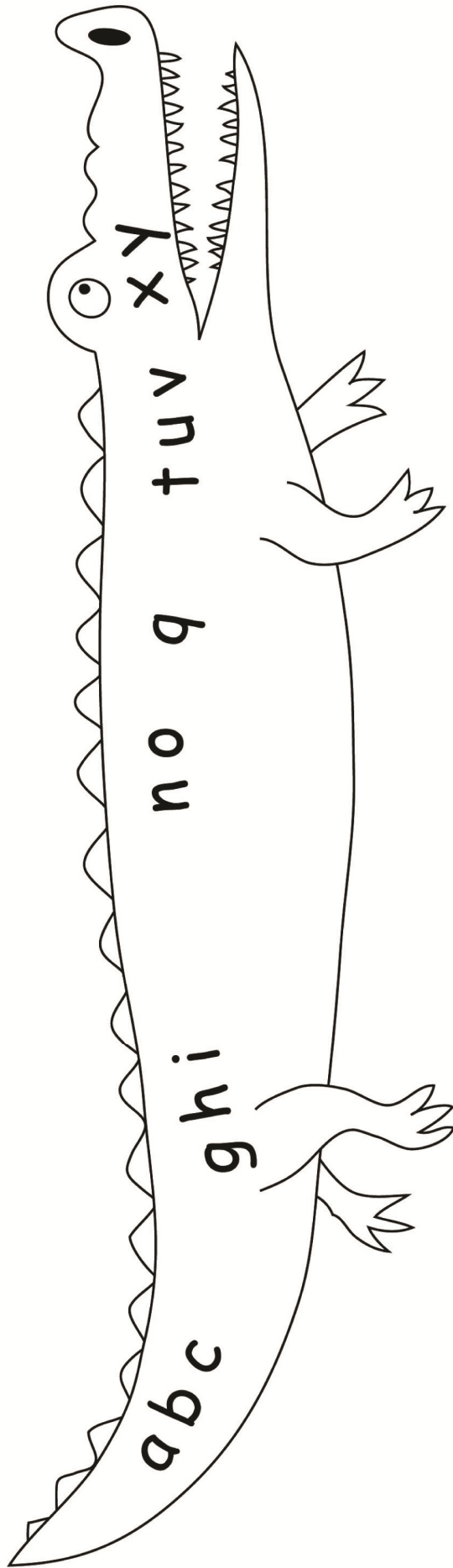
Cut out the big shape. Fold the paper as your teacher shows you.

Write or draw the story title in box 1. Then in boxes 2–5, draw characters from the story: the dog, the monkey, the crocodile and the tiger. Tell the story to family and friends.

①			
②	③	④	⑤

PCM 16 A crocodile alphabet

Fill the gaps in the crocodile with letters of the alphabet in order.



PCM 17 An A to Z of Animals

Read the A to Z of Animals.

Ring all the verbs.

<p>Aa Ant, beat those African drums!!</p> <p>Bb Bee, strum that banjo!</p> <p>Cc Cat, blow that clarinet!</p> <p>Dd Dog, beat those drums!</p>	<p>Ee Elephant, play that electric guitar!</p> <p>Ff Frog, blow that flute!</p> <p>Gg Goat, blow those glasses!</p> <p>Hh Hippo, pluck that harp!</p>
<p>Ii Iguana, tap those Indian bells!</p> <p>Jj Jellyfish, shake those jingle bells!!</p> <p>Kk Kangaroo, play that keyboard!</p> <p>Ll Lion, strum that lute!</p>	<p>Mm Mouse, shake those maracas!</p> <p>Nn Newt, blow that nay flute!</p> <p>Oo Ostrich, blow that oboe!</p> <p>Pp Polar bear, play that piano!</p>
<p>Qq Quiet everyone! Shhhh!</p> <p>Rr Rabbit, blow that recorder!</p> <p>Ss Seal, bang those sticks!</p> <p>Tt Tiger, beat that tabla!</p> <p>Uu Umbrella bird, hum up there!</p>	<p>Vv Vulture, pluck that violin!</p> <p>Ww Wolf, tap that wood block!</p> <p>Xx FoX, bang those boX drums!!</p> <p>Yy Yak, shake those yoghurt pots!</p> <p>Zz, Zebra, blow that kaZoo!!</p>

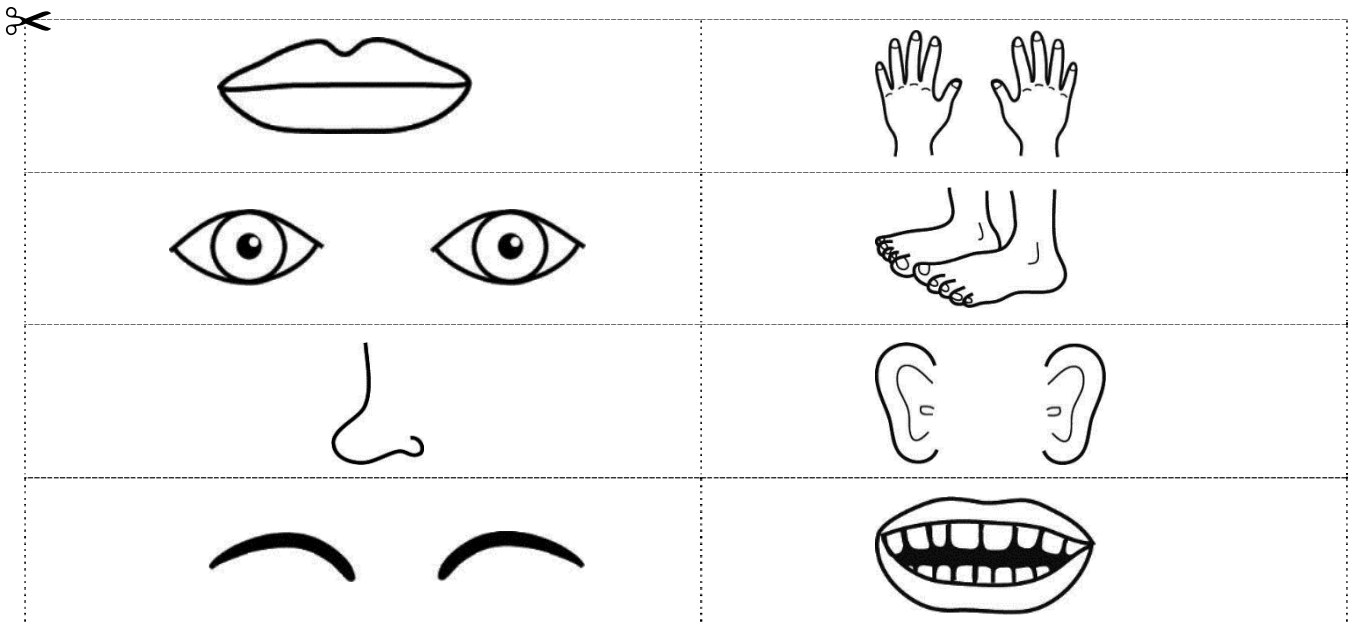
PCM 18 What can my body do?

Draw a line from each body part to an action.

Cut out the pictures below.

Stick each picture next to the right word.

	eyes	write
	teeth	hear
	ears	bite
	feet	smell
	nose	see
	mouth	wiggle
	eyebrows	talk
	hands	walk



PCM 20 *Bad day, Good day* by Roderick Hunt

Write the days of the week:

Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday.

Draw what happened on each day.

Day of the week	Draw what happened
<i>Monday</i>	

PCM 24 Name the toys

Read each name. Draw each toy.

Think of two toys to add in the extra boxes. Draw them. Write the names.

Cut out the cards. Mark the cards so you know they are yours.

Test a friend! Cover up the toy name. Can your friend guess who it is?

✂

Small Sheep	Pink Horse	Little Cowboy
wind-up Robot	WonderDoll	Blue Rabbit
Green Dinosaur		

PCM 28 Fill the gaps

Read *Cloud Nine*.

Fill the gaps.

To help you:

At the end of the day

Then

First

Next



It was Polly's birthday. Sal and Polly went to a theme park, Cloud Nine.

They looked at the map to plan their day.

_____, they went to see the dolphins and watched the show.

_____ they saw the big roundabout.

They went round and round and then in and out too.

_____ they found the Slide and Glide.

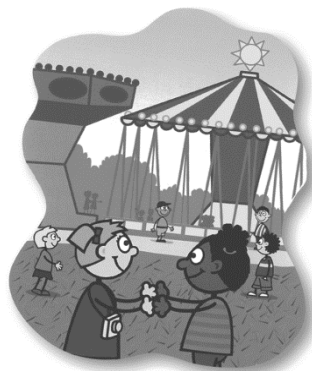
A girl came down very fast and splashed.



_____, they were tired so they sat in a café and rested.

They both had a drink with a straw and Polly got a Cloud Nine birthday bag.

It was a fantastic day out and they felt very happy.



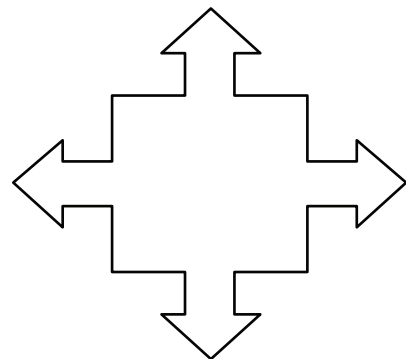
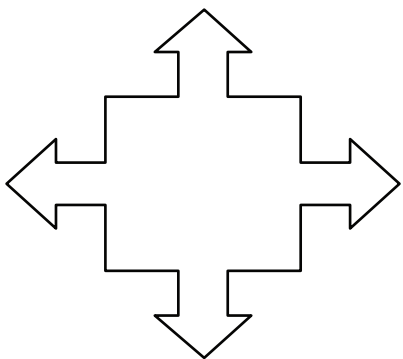
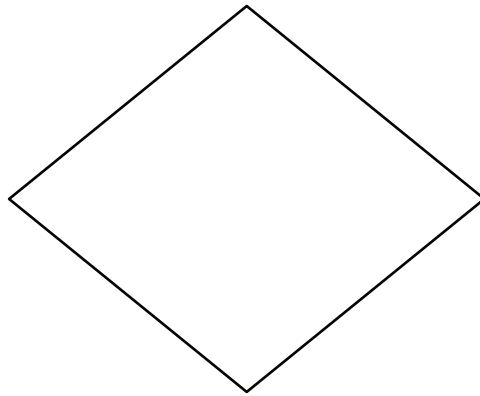
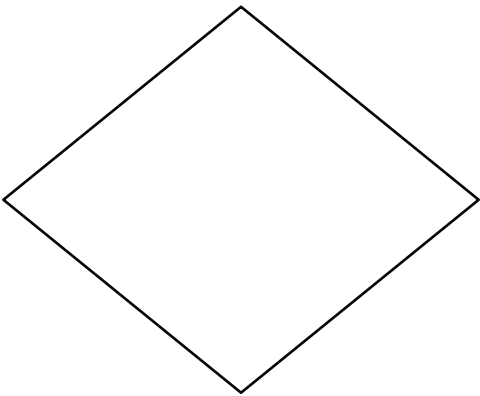
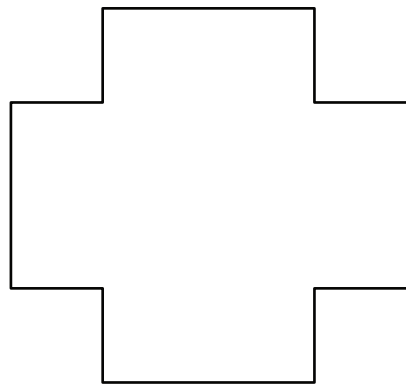
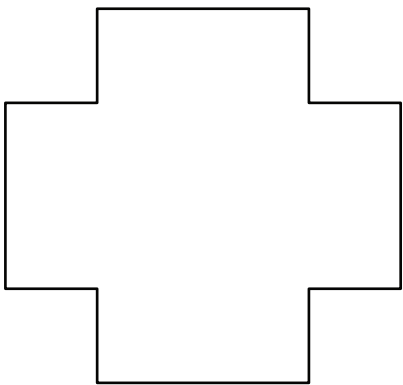
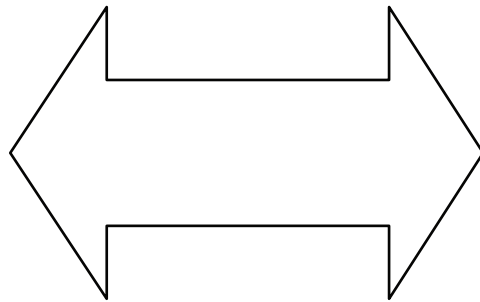
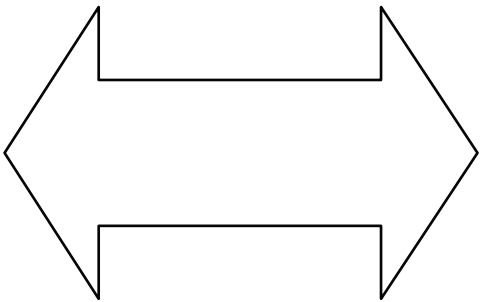
Addition squares

+	6	7	8	9	10
2					
3					
4					
5					

+	1	3	5	7	9
2					
4					
6					
8					
10					

Find half

Find different ways to colour in half of each shape.



How to make a sand timer

You will need 2 plastic bottles, some sticky tape, a measuring cup, a funnel, a sheet of card and some sand.

Step 1 Measure 2 cups of sand and pour them into one of the bottles.



Step 2 Use the bottle neck to trace a circle onto the card.

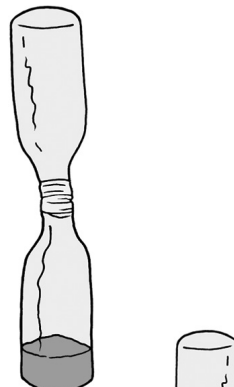
Cut it out and punch a hole in the centre.



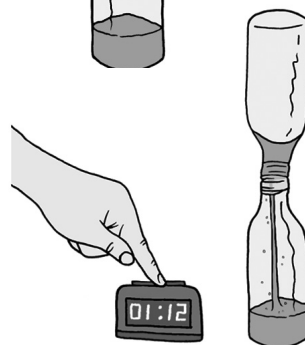
Step 3 Tape the circle made out of card over the opening of one of the bottles.



Step 4 Place the bottles one on top of the other and attach with the tape.



Step 5 Turn the timer over. Use a digital timer to check how long your timer lasts.

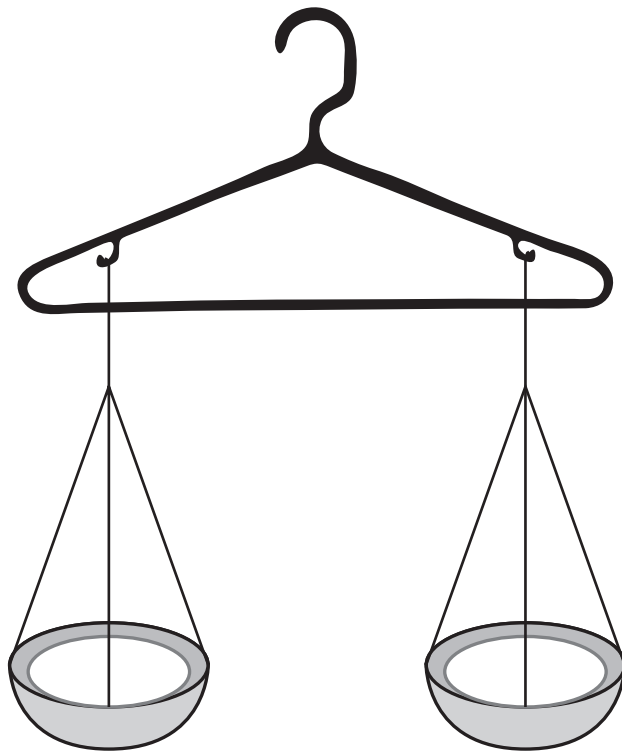


Make a balance

You will need:

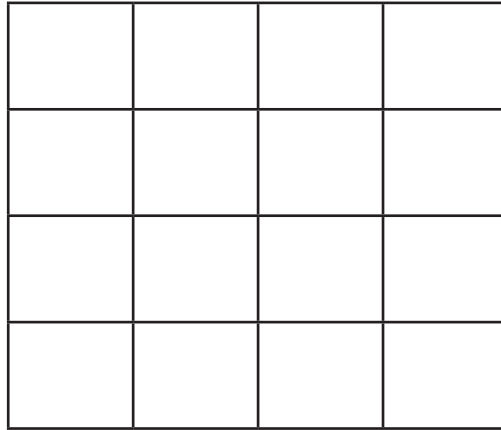
- A coat hanger.
- Two small containers (transparent so that contents can be seen).
- Six lengths of string, each 35 cm long.
- Sticky tape.

1. Make three holes in each container. The holes should be an equal distance apart and 1 cm down from the rim.
2. Thread one string through each hole and tie it in place. Tie the other ends of the three strings together.
3. Tie one container onto each end of the hanger.
4. You could use tape to stop the string from sliding if necessary.
5. Position the coat hanger so that the containers hang freely.



Making bingo cards

A Bingo grid can show up to 27 spaces, but for use with younger children reduce it to 12 or 15, that is four by three or five by three.



Bingo is a game of probability in which players cover numbers or pictures as they are called randomly by a caller. The winner is the first person to cover all their numbers or pictures.

To play the game you will need:

- A bingo board for each player, each one having differences from the others.
- Counters for each player (the same number as sections with numbers or pictures).
- A set of matching cards for the caller.

For younger students some of the spaces can be left empty.

How to play:

- Hand one Bingo card to each player.
- The caller turns the pack of cards face down and turns one over at a time.
- The caller says what is on the card and shows it to the players.
- Any player that has a matching picture covers it with a counter.

You can put anything on the Bingo cards. You can put:

- Money
- Shapes
- Numbers
- Pictures.

Five little astronauts

One little astronaut
Feeling rather blue,
Asked her friend to come and play –
One and one makes two.

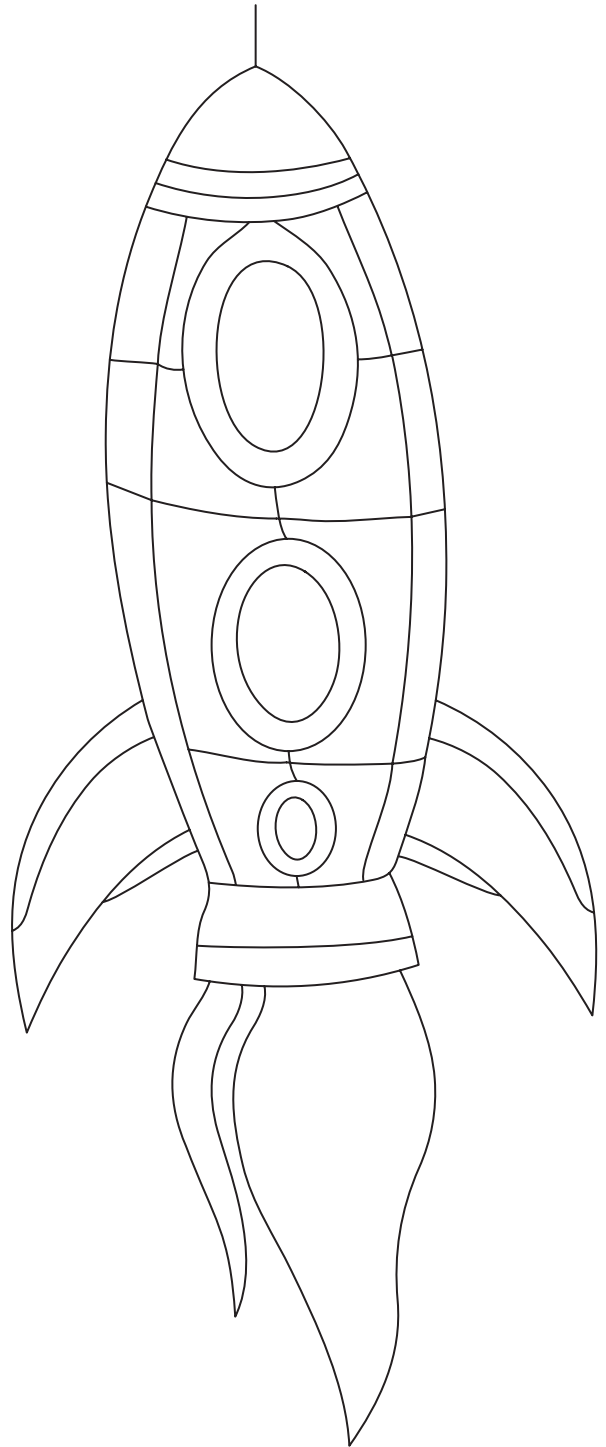
Two little astronauts
Sitting down to tea,
Asked their friend to come and eat –
Two and one makes three.

Three little astronauts
Knocking at the door,
Asked their friend to come and stay –
Three and one makes four.

Four little astronauts
Going for a drive,
Asked their friend to come along –
Four and one makes five.

Five little astronauts
Aiming for the moon
Getting ready, getting set –
They'll blast off very soon!

5-4-3-2-1-BLAST OFF



Ten little teddies

Ten little teddies walking in a line,
One chased a golden cloud, and then there were nine.

Nine little teddies learning how to skate,
One skated out of sight, and then there were eight.

Eight little teddies, going down to Devon,
One stopped to have some tea, and then there were seven.

Seven little teddies, playing lots of tricks,
One waved her magic wand, and then there were six.

Six little teddies, learning how to dive,
One landed far away, so the there were five.

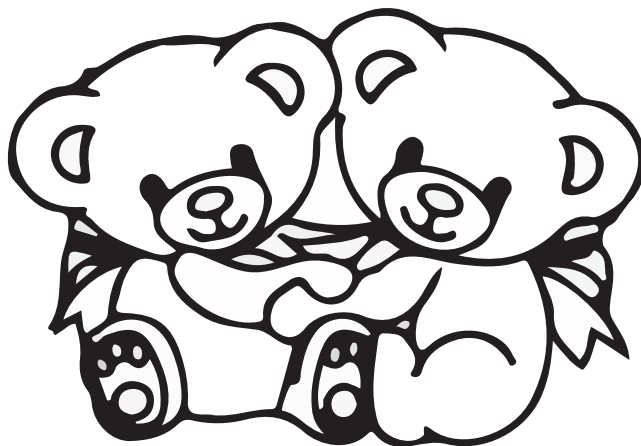
Five little teddies, sliding on the floor,
One slid right past the rest, and then there were four.

Four little teddies, sailing out to sea,
One chased a mermaid and then there were three.

Three little teddies, findings things to do,
One learnt to fly away, and then there were two.

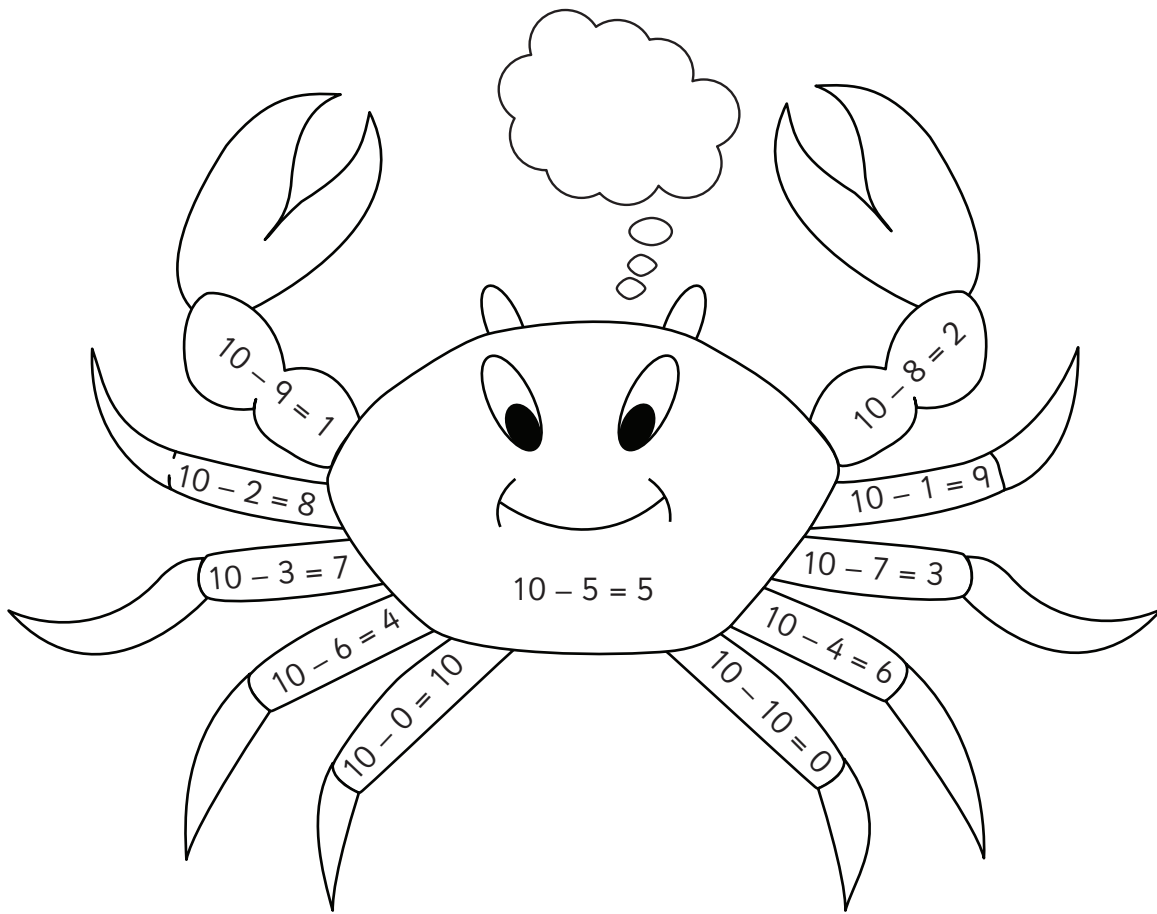
Two little teddies, having lots of fun,
One went on holiday, so then there was one.

One little teddy, lonely in the sun,
She went to find her friends, so then there were none.



Mystery 10 take away

Which number pair to 10 is the crab thinking of?



It is not $10 - 3 = 7$.

It is not on the crab's body.

It is not $10 - 8 = 2$.

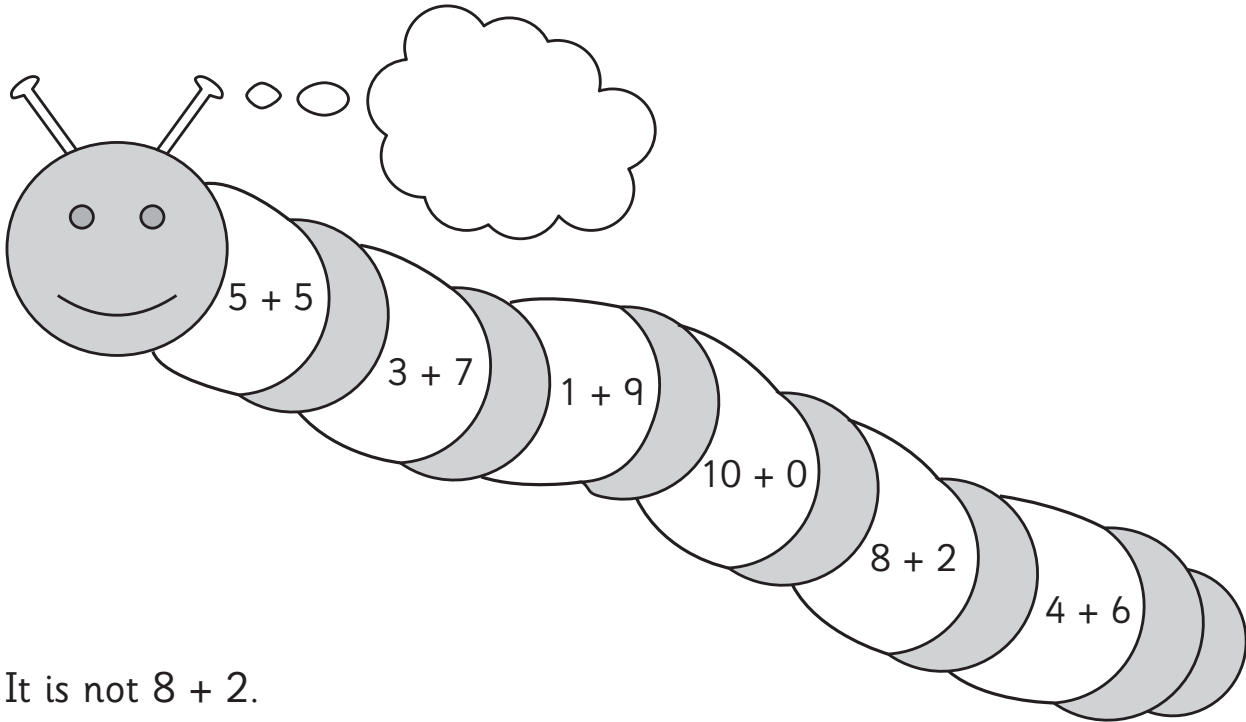
There is no 6 in the mystery take away pair.

It is not on the legs.

The mystery take away pair is _____.

Mystery number pair to 10

Which number pair to 10 is the caterpillar thinking of?



It is not $8 + 2$.

It is not next to the head.

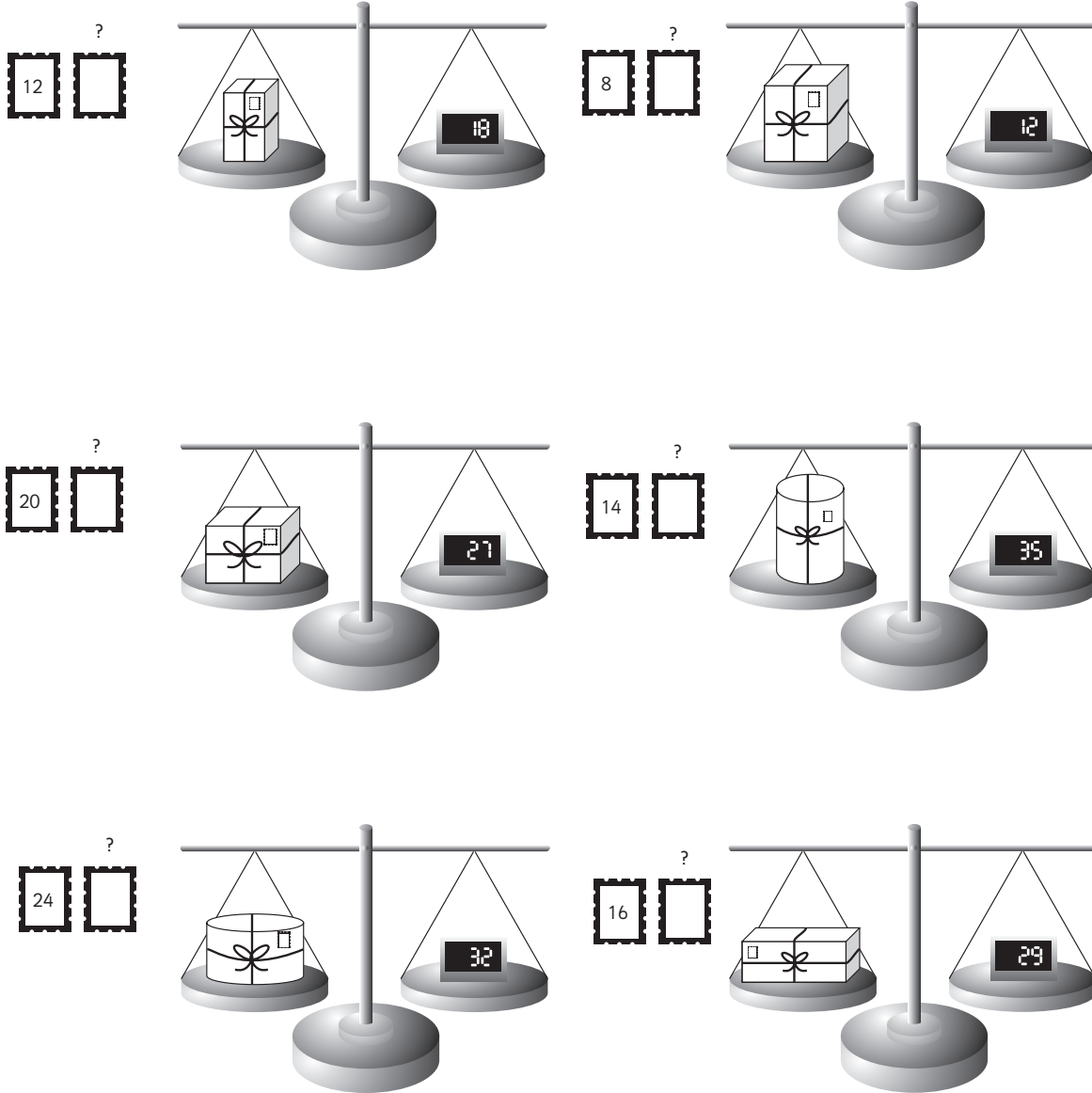
It is not at the end of the caterpillar.

It is not $10 + 0$.

It is not $3 + 7$.

The mystery number pair is _____.

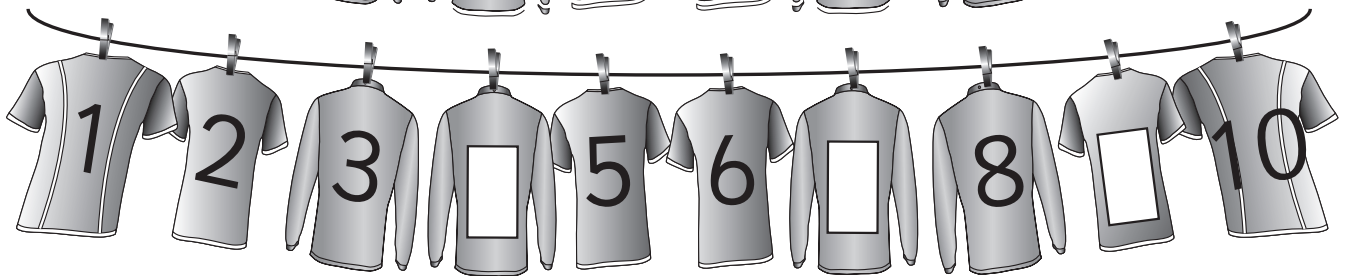
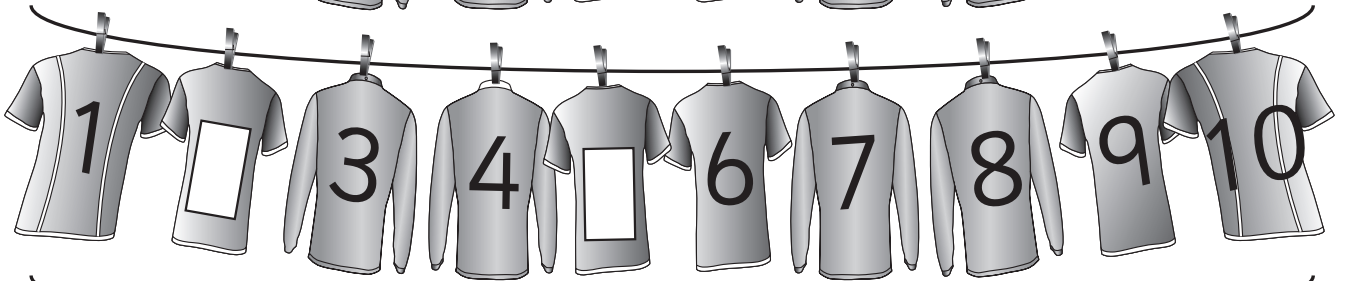
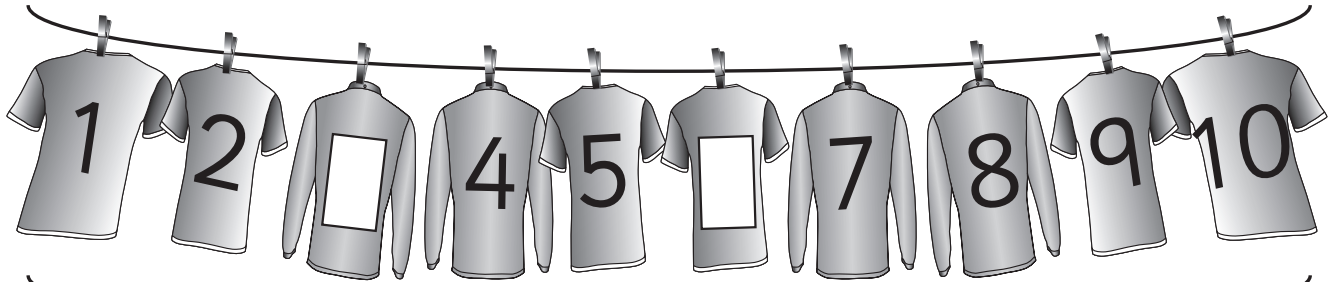
Parcel post



What is the missing number in each picture?

Shirts

Fill in the missing numbers.



1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

Take away cards



$19 - 3 =$

$19 - 4 =$

$19 - 5 =$

$19 - 6 =$

$19 - 7 =$

$19 - 8 =$

$19 - 9 =$

$18 - 3 =$

$18 - 4 =$



$$18 - 5 =$$

$$18 - 6 =$$

$$18 - 7 =$$

$$18 - 8 =$$

$$18 - 9 =$$

$$17 - 3 =$$

$$17 - 4 =$$

$$17 - 5 =$$

$$17 - 6 =$$



$17 - 7 =$

$17 - 8 =$

$17 - 9 =$

$16 - 3 =$

$16 - 4 =$

$16 - 5 =$

$16 - 6 =$

$16 - 7 =$

$16 - 8 =$



$16 - 9 =$

$15 - 3 =$

$15 - 4 =$

$15 - 5 =$

$15 - 6 =$

$15 - 7 =$

$15 - 8 =$

$15 - 9 =$

$14 - 3 =$



$14 - 4 =$

$14 - 5 =$

$14 - 6 =$

$14 - 7 =$

$14 - 8 =$

$14 - 9 =$

$13 - 3 =$

$13 - 4 =$

$13 - 5 =$



$13 - 6 =$

$13 - 7 =$

$13 - 8 =$

$13 - 9 =$

$12 - 3 =$

$12 - 4 =$

$12 - 5 =$

$12 - 6 =$

$12 - 7 =$



$12 - 8 =$

$12 - 9 =$

$11 - 3 =$

$11 - 4 =$

$11 - 5 =$

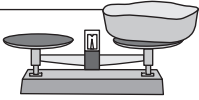
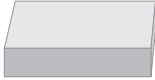



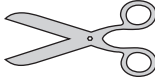

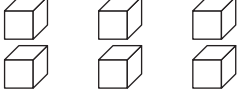

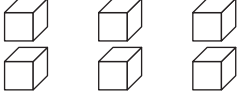
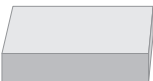


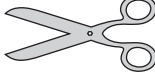


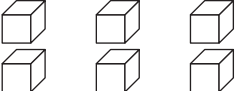

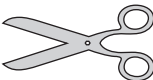


$11 - 6 =$

$11 - 7 =$

$11 - 8 =$

$11 - 9 =$

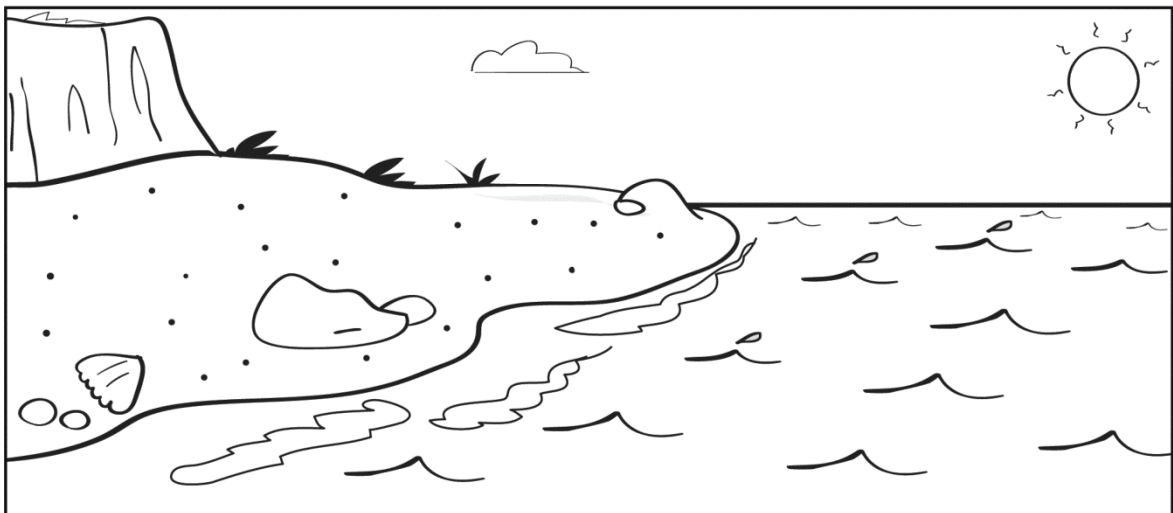
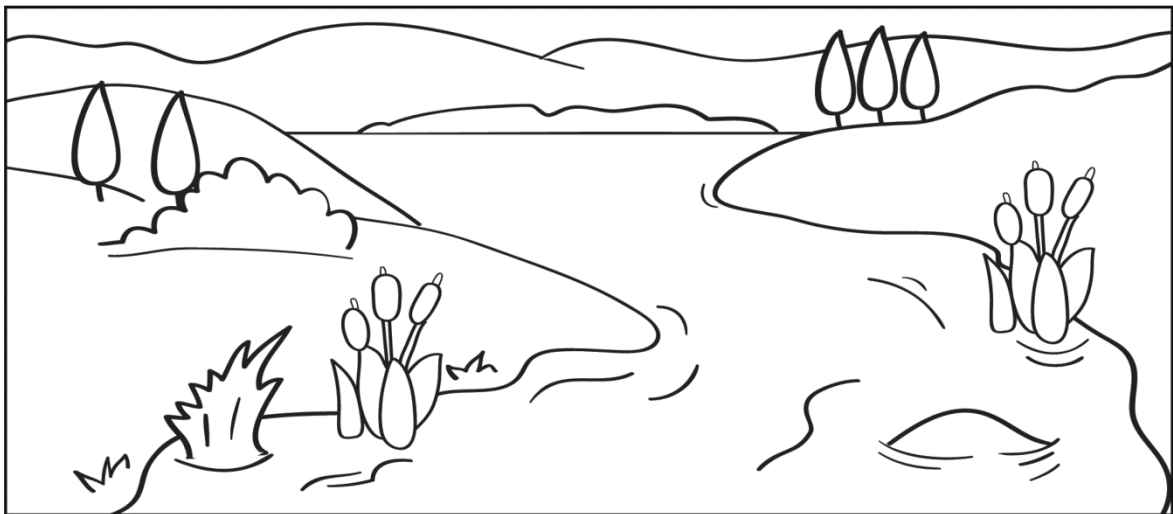
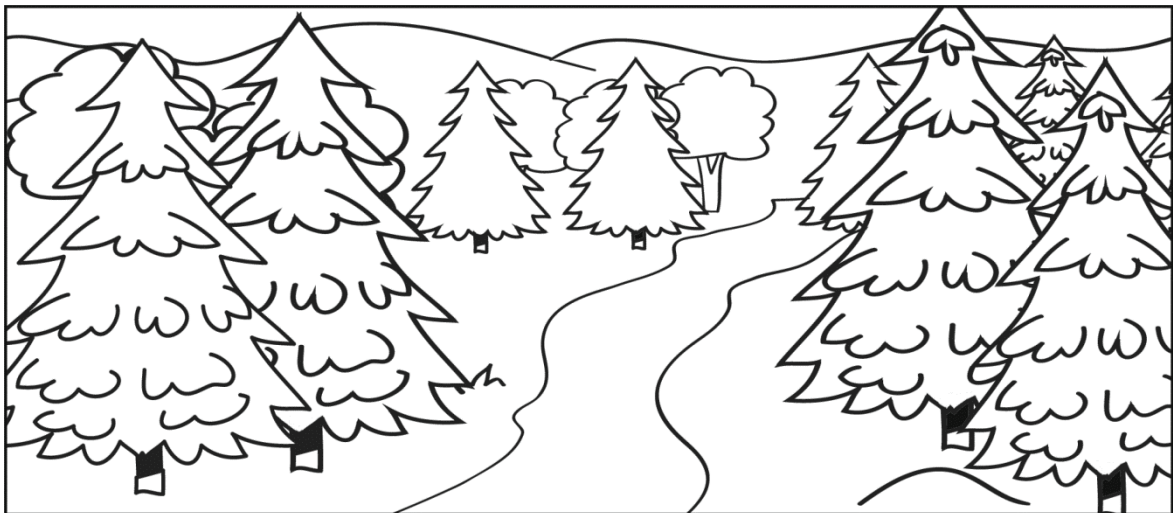
Which is lighter?

Which is lighter?	Guess Draw or write	Check 
 or  wooden block or pencil		
 or  pencil or stone		
 or  scissors or pencil		
 or  6 cubes or ball		
 or  6 cubes or wooden block		
 or  ruler or paintbrush		
 or  scissors or spoon		
 or  ball or 6 cubes		
 or  ball or scissors		
 or  spoon or paintbrush		

Worksheet 1.2b

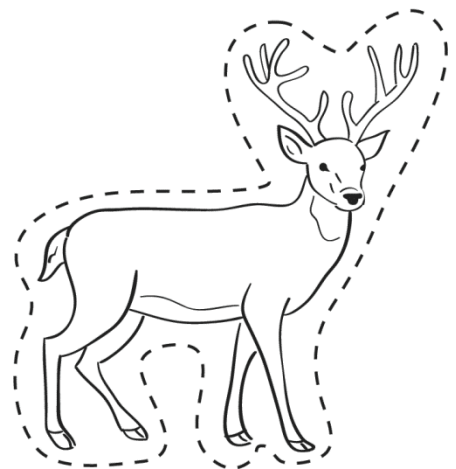
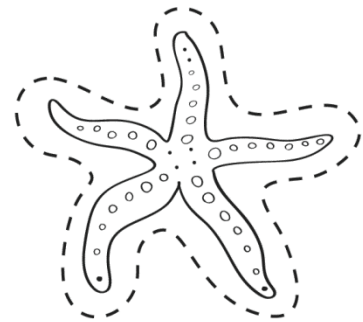
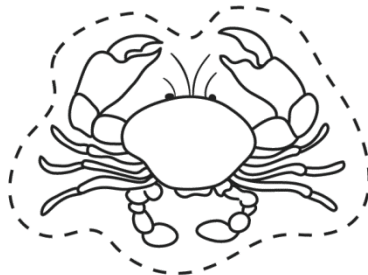
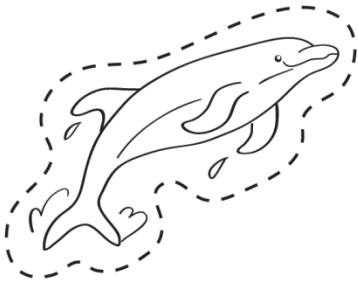
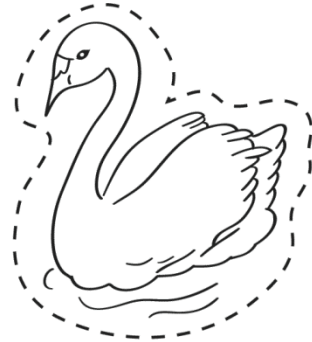
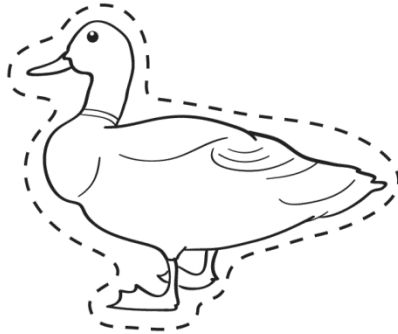
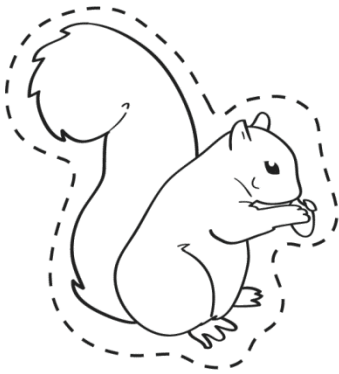
Who lives here?

Name: _____ Date: _____



Worksheet 1.2b

Cut out these pictures of animals.
Stick them on the right picture to show where they live.



Worksheet 2.2C

Growing seeds

Name: _____ Date: _____

Cut out the pictures. Stick them in the right order.

1	2
3	4

