

Reception Autumn 1

Unit 1: Number 1

Session 4: Number Recognition of 1 and 0

Session Objectives:

Identify 1 and not 1 using different representations

Know that when there are no objects this is represented by the word 'zero'

Recognise 1 pence coin

Key Skills Practice (Whole Class)

Focus: Reason about 1

In preparation for the session, change the following elements of Number 1's house and garden.

- change the number 1 to a letter s
- take the counter off the front of the house
- add a cube to the tower
- put a pair of doll's shoes into the garden
- put a pair of scissors into the garden

Move Number 1's garden to the carpet area. Sit the children in a circle/horseshoe.

- Last night, Rosie Posie the Problem Pixie came in and changed Number 1's house and garden because she's trying to trick us and she thinks we won't notice! Can we see if we can work out what she has changed?

Ask children to have a look to see if they can spot something and tell the person sitting next to them one thing that they spot. Ask for children's suggestions and take feedback until all changes have been identified and corrected where required.

Extension: *Is a pair of shoes one item or more than one? Why?*



Guided Learning (Adult Led Small Group Task)

For this session you will need the dice, 1 pence coins and items to buy in the 1 pence shop.

- *We are going to play a shopping game to buy some more items for Number 1.*
- *Have you ever been to a shop?*
- *What happens when you go to a shop?*

Ask for children's suggestions and discuss the fact that in a shop we can buy items. We give the shop money in exchange for the items we want.

Discuss the items in the 1 pence shop.

- *You are going to try to win a 1 pence coin so that you can buy something for Number 1's garden.*
- *Which items cost 1p? How do you know?*
- *Which items do not cost 1p? How do you know?*

You can only buy the items that cost 1p for Number 1's garden.

Give each child a 1 pence coin to have a look at before the game starts and then make sure they put it back in the pot.

- You are going to take it in turns to roll the dice. If the dice lands on 1, you can get one 1 pence coin from the pot and at the end of the game you can buy something from the 1 pence shop for Number 1's garden. If the dice lands on a blank, that is zero. This means that you don't get a 1 pence coin.

Each player takes their turn. At the end of the game, ask:

- *Who has one 1 pence coin?*
- *Who has zero?*
- *What shall we buy from the 1 pence shop?*
- *How many 1 pence coins do we need to buy one item?*



Ensure that children understand that each 1 pence coin can be exchanged to pay for one item. Children can then buy the items and put them in Number 1's garden. Repeat if time allows.

Extension: At the shop, it said that apples were free. What does this mean? How many 1 pence coins would you need to pay for a free apple?

Language Development

1 pence coin

Zero

Buy

Pay

Cost

Exchange

Assessment Opportunities (What to Look For in the Group Session and Continuous Provision)

Children who can:

- identify the numeral 1 on the dice
- identify that when there are no objects this is represented by the word 'zero'

Resources

Pair of scissors

Pair of doll's shoes

Letter s card

Tower of two cubes

Dice labelled 1, 1, 1, blank, blank, blank

1p coins

Items for the 1 pence shop