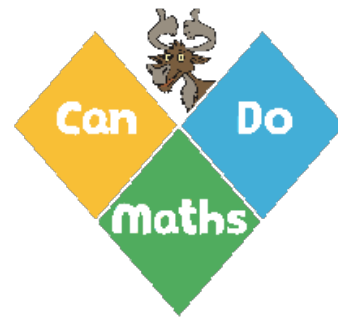




Colin and Coco's Deliberate Practice

Year 1 Unit 10

Fractions **Answers**





Contents

This pack of deliberate practice is designed to be used flexibly to secure the manageable steps of this unit.

The table below indicates which activities are linked to which manageable steps.

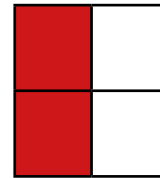
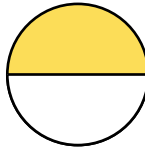
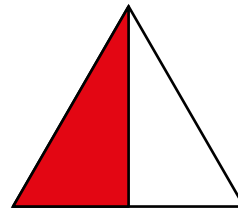
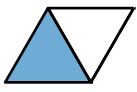
	Do It	Challenge It	Play It
Recognise a half as one of two equal parts of an object or shape	1		
Find $\frac{1}{2}$ of objects			1
Find $\frac{1}{2}$ of an amount		1	
Recognise a quarter as one of four equal parts of an object or shape	2		
Find $\frac{1}{4}$ of objects			2
Find $\frac{1}{4}$ of an amount		2	



Do It 1

Tick $\frac{1}{2}$

Shade $\frac{1}{2}$



Possible solutions

Match the calculation with the answer.
Find the matching buddies.

Challenge It 1

$\frac{1}{2}$ of 12		1
$\frac{1}{2}$ of 8		10
$\frac{1}{2}$ of 20		5
$\frac{1}{2}$ of 10		3
$\frac{1}{2}$ of 16		4
$\frac{1}{2}$ of 2		7
$\frac{1}{2}$ of 14		9
$\frac{1}{2}$ of 6		6
$\frac{1}{2}$ of 18		8



Half a Game

Play It 1

You need:

20 items (e.g. cubes, counters, etc)

To play:

Each player takes turns to grab a different handful of items.

Each player attempts to calculate one half of the amount and scores that number.

The players use the bar to check their answers.

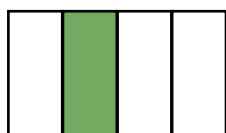
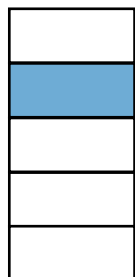
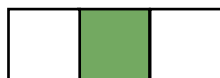
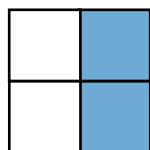
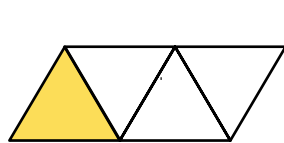
If it is not possible to share the cubes into two equal groups, the player scores zero.

To win:

The winner is the first player to score 20

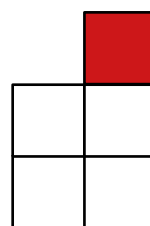
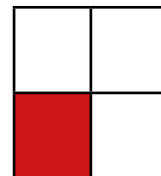


Tick $\frac{1}{4}$



Shade $\frac{1}{4}$

Possible solutions



Find the missing digits.

Challenge It 2

$1 \square$			
$\square$	$\square$	$\square$	$\square$

$$\frac{1}{4} \text{ of } 1\square = \square$$

Solve the statements in as many different ways
as you can.



Quarter of a Game

Play It 2

You need:
Digit cards

To play:

Players take turns to shuffle the cards and place them face down.

Both players pick a card.

The card represents one quarter of a whole and the players have to work out and say their whole.

The player with the larger whole scores one point.

Cards are replaced and shuffled.

To win:

The winner is the first player to score 10 points.

1

2

3

4

5