

### **MATHEMATICS**

CLASS 1 LESSON # 50

Lesson Code 1M50

## TOPIC: Reinforcement

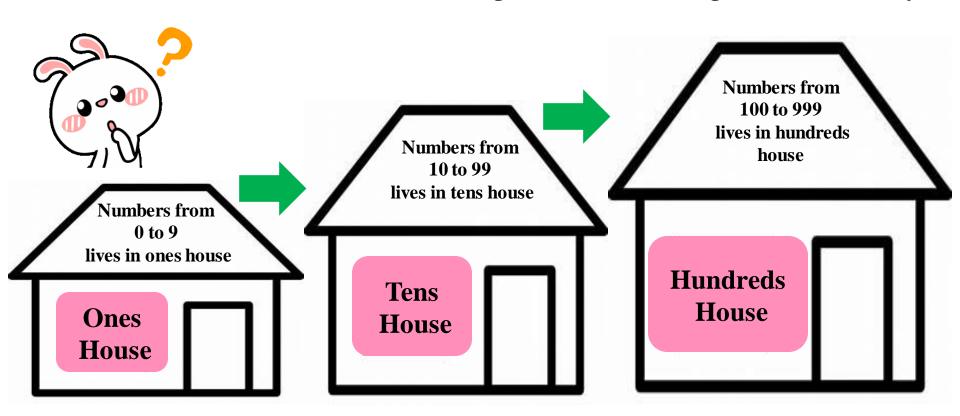


#### Numbers and their house

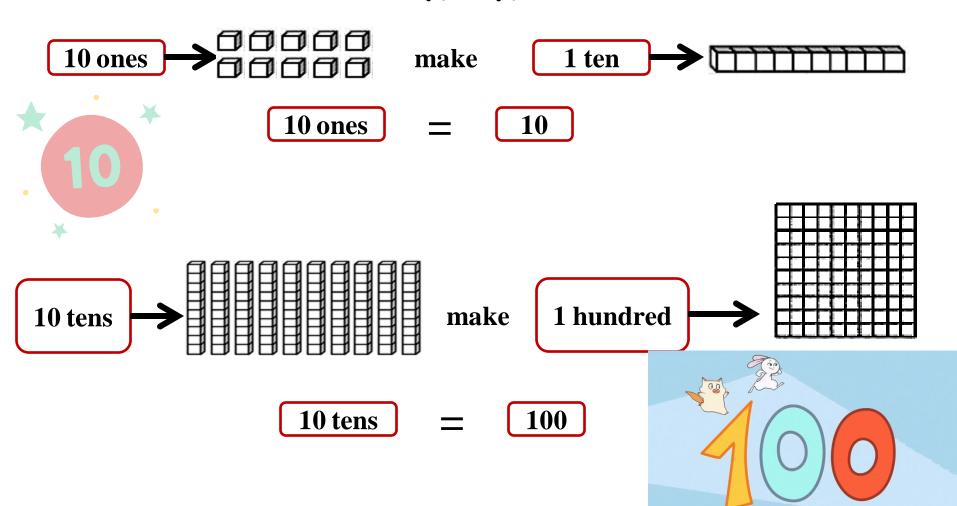
**ONES:** Numbers from 0 to 9 are all 1-digit numbers and belongs to ones family.

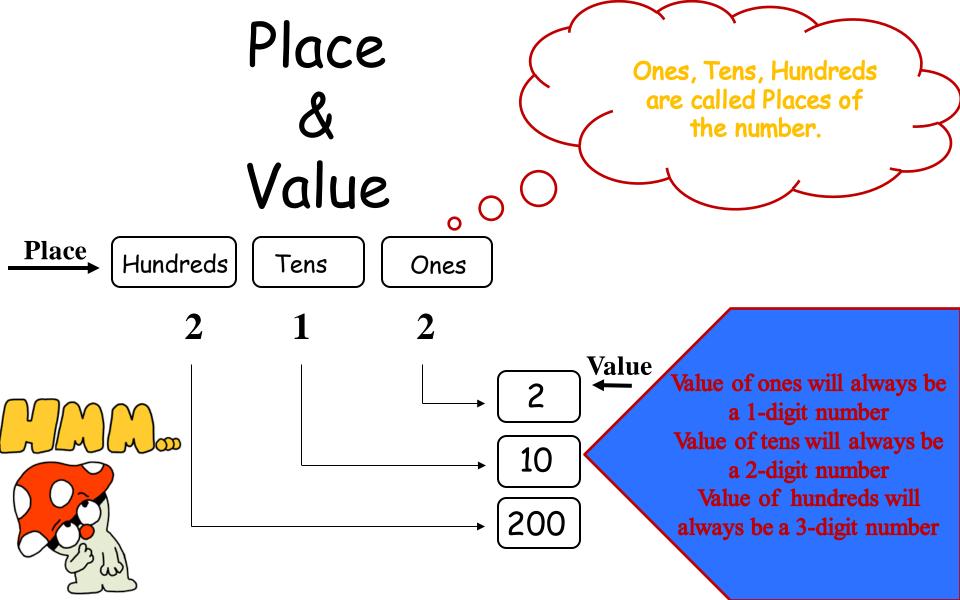
TENS: Numbers from 10 to 99 are all 2-digit numbers and belongs to tens family.

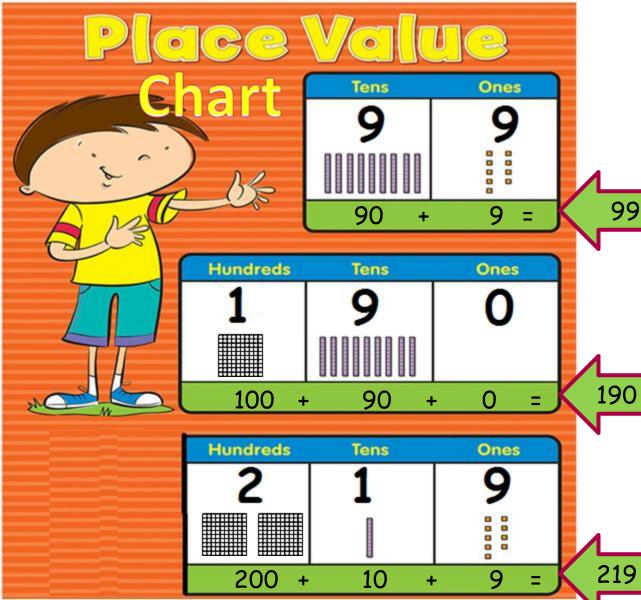
**HUNDREDS:** Numbers from 100 to 999 are 3-digit numbers and belongs to hundreds family.



## Remember!







Ninety nine

One Hundred and ninety

Two
Hundred
and
nineteen

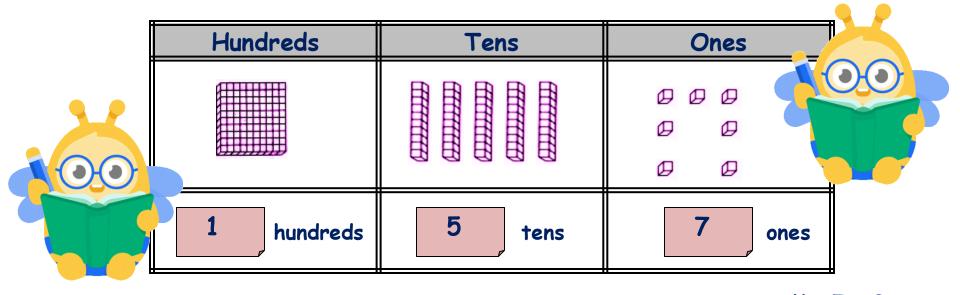
## Standard Form & Expanded Form

Standard form is the usual way of writing numbers in digits(figures)

**Expanded form** is a way to write a number by adding the value of its digits.

| Standard Form | Expanded Form |
|---------------|---------------|
| н т о         | H T O         |
| 1 1           | 10 + 1        |
| 9 5           | 90 + 5        |
| 1 0 4         | 100 + 00 + 4  |
| 2 4 0         | 200 + 40 + 0  |

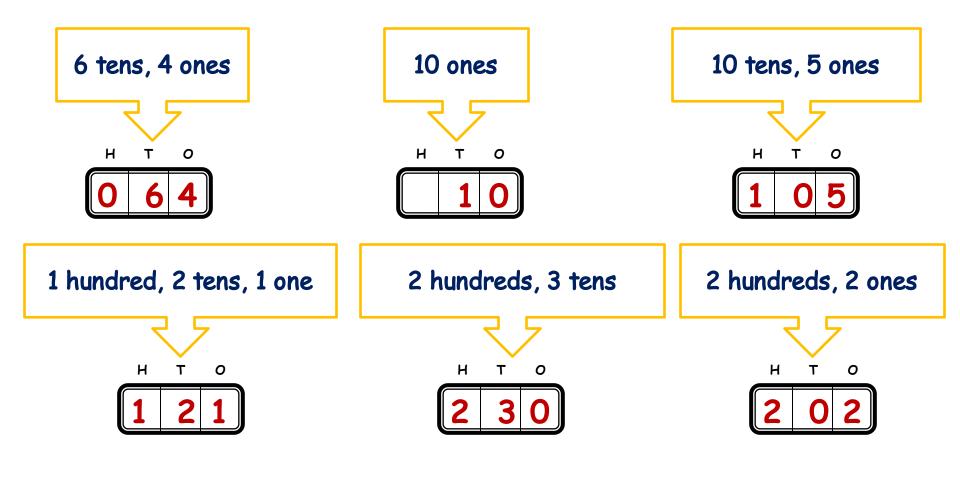
# Complete the given boxes by counting the hundreds, tens and ones in the given table.

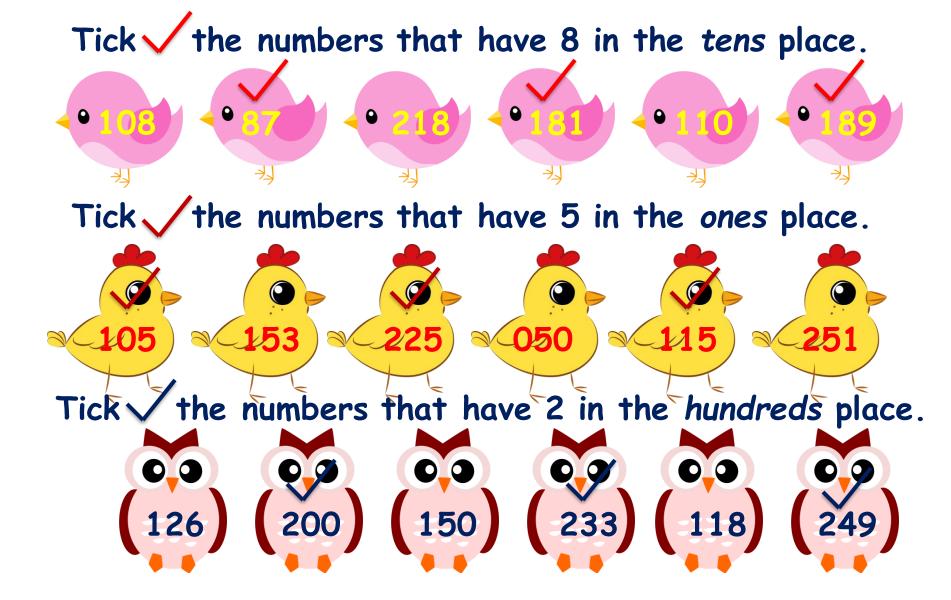


Expanded form: 100 + 50 + 7 = 157

Number name: One hundred and fifty seven

#### Write the number for the given place values.





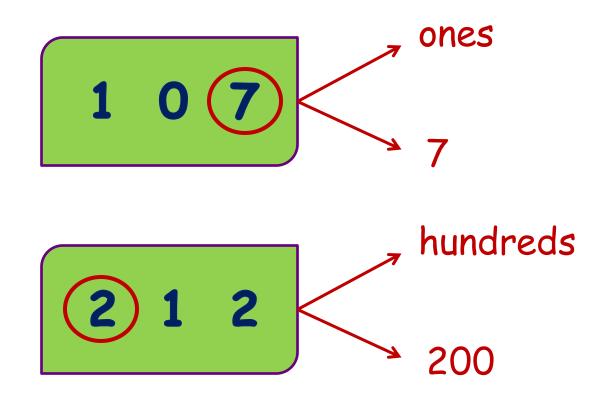
#### Fill in the blanks with the help of the given number.

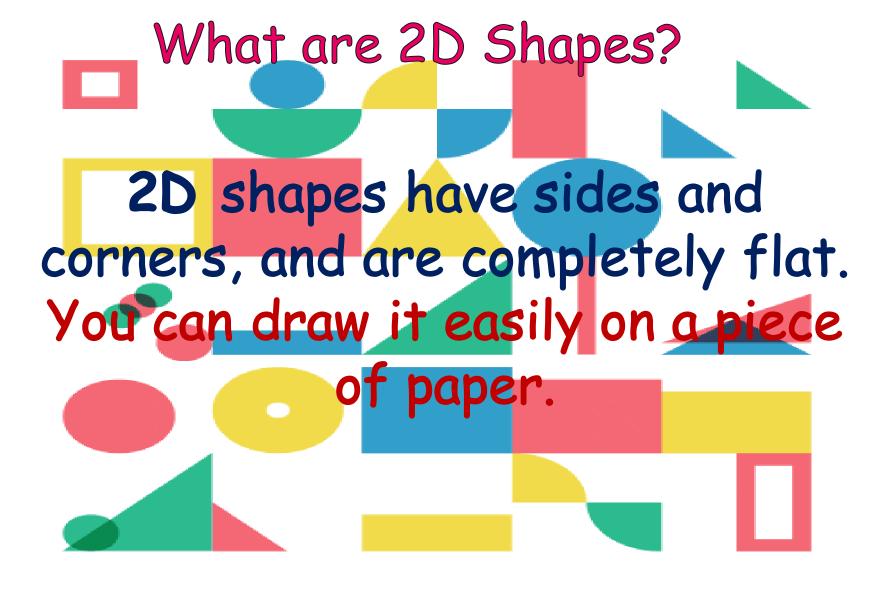




- (i) The digit 1 is in the <u>hundreds</u> place.
- (ii) The value of the digit 9 is \_\_\_\_\_\_.
- (iii) The value of the digit 0 is \_\_\_\_\_
- (iv) The digit 9 is in the \_\_\_\_\_ place.
- (v) The value of digit 1 is \_\_\_\_\_\_\_

#### Write the place and value of the encircled digit.



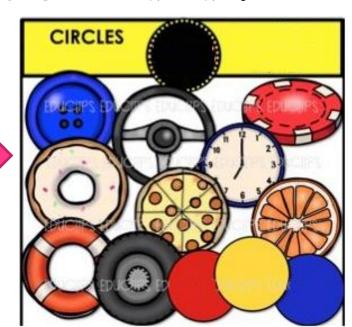


#### Circle

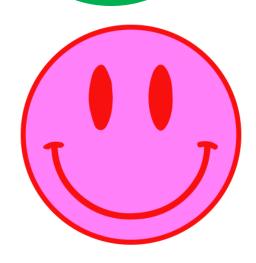
It is a closed figure.
It has no sides no corners.

It is round in shape. It looks like a ball.

Real life examples



Circle has no sides and no corners

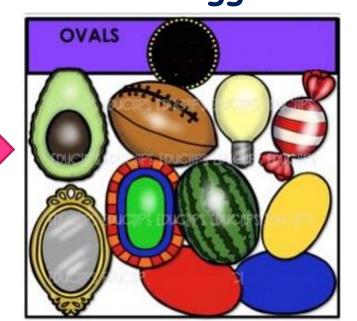


#### Oval

It is a closed figure.
It has no sides no corners.
It is long circle in shape.
It looks like an egg.



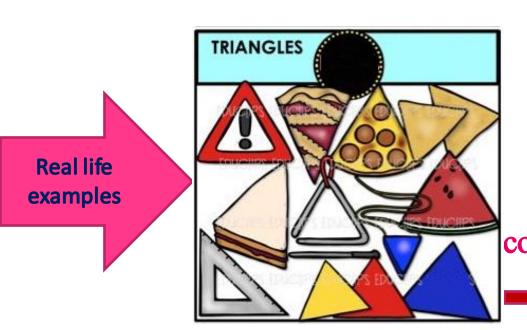


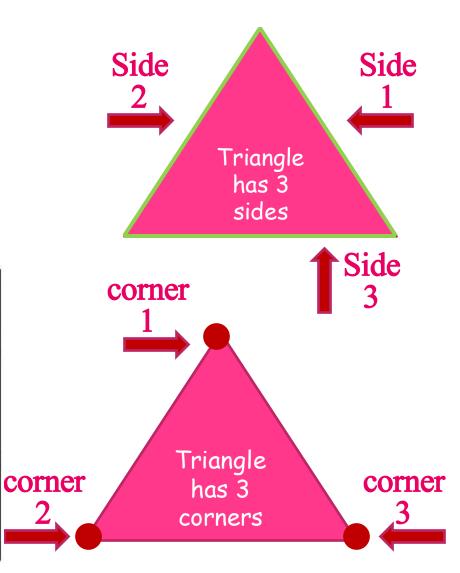




## Triangle

It is a closed figure.
It has 3 sides 3
corners.

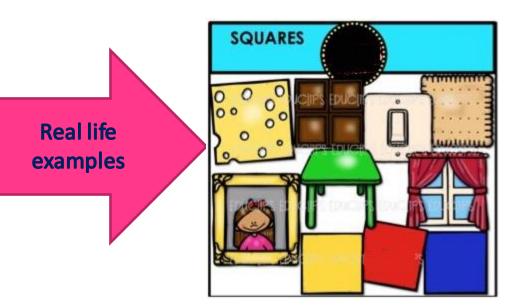


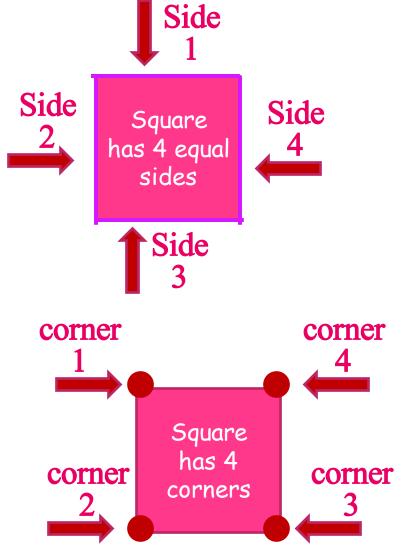


Square

It is a closed figure.
It has 4 sides 4
corners.

It's all 4 sides are equal in length.

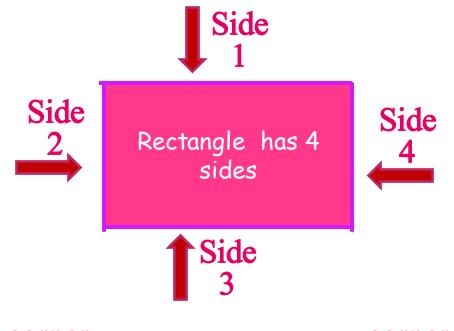


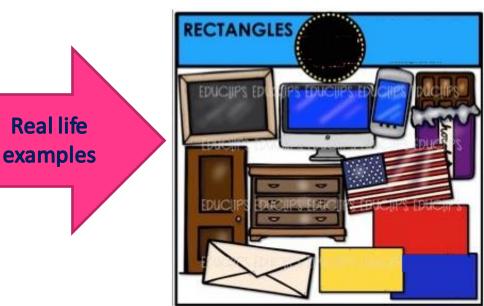


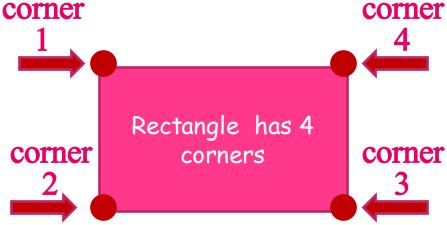
## Rectangle

It is a closed figure.
It has 4 sides 4
corners.

It's opposite sides are equal in length.







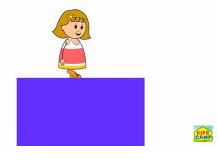
#### Question

- Fill in the blanks.
- a) Square has 4 equal sides and 4 corners.
- b) Rectangle has  $\frac{4}{}$  corners and  $\frac{4}{}$  sides.
- c) Circle and Oval has no/zero sides.
- d) <u>Circle</u> looks like a ball.
- e) Rectangle has opposite sides equal in length.
- f) Triangle has 3 sides and 3 corners.
- g) Oval looks like an egg.

#### Riddles

- a) I'm a flat shape
  I have 4 sides and 4 corners
  My opposite sides are equal
  What shape am I?
- b) I have no corners
  I have no sides
  I looks like an egg
  Who am I?
- c) I have 4 sides and 4 corners My all sides are equal Who am I?

#### I'm Rectangle



I'm an Oval



I'm Square



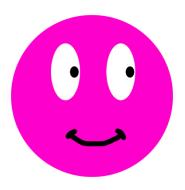
#### I'm Triangle

d) I'm a flat shape
I have 3 sides and 3 corners
What shape am I?

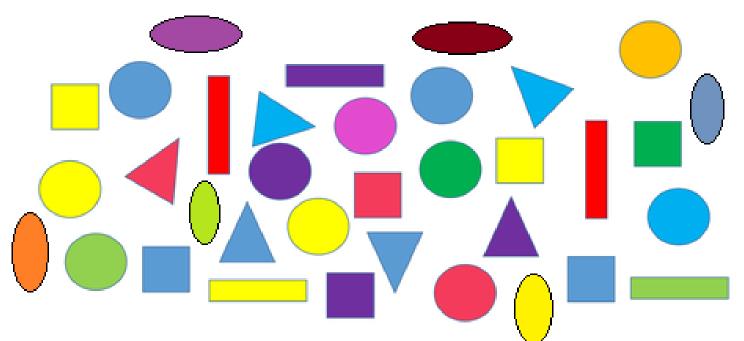


e) I have no corners
I have no sides
I looks like a ball
Who am I?





Count and write how many of each shape are there in the given picture.



Oval: 6

Circle: 11

Rectangle: 5

Square: 7

Triangle: 6

# Write the name of the 2D shape you see in each given object.







Triangle

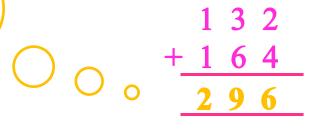




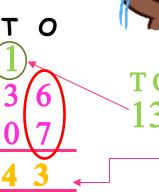
## Addition with Regrouping(carry)



10 or more, take the extra and go next door!



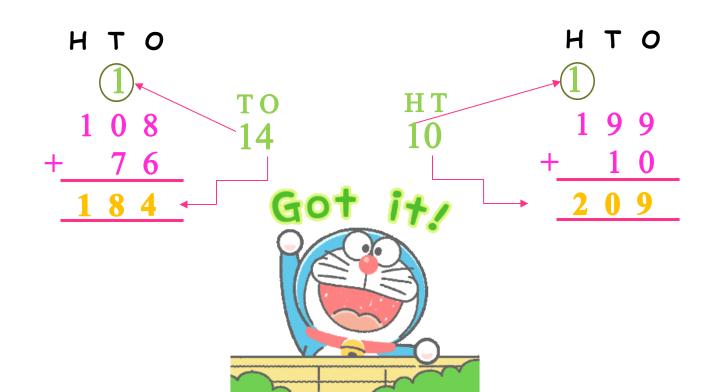
HTO





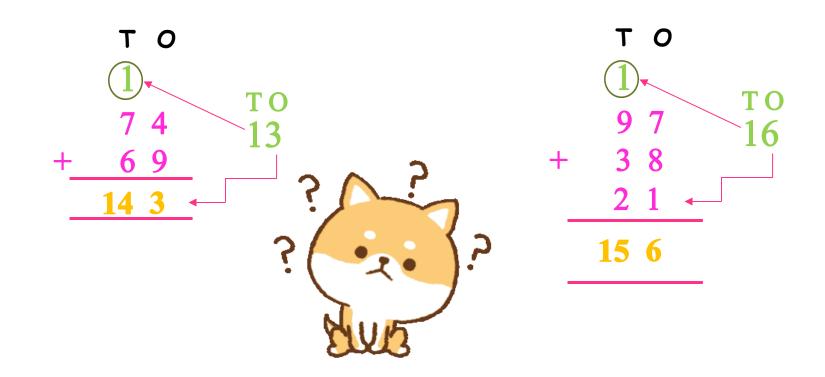
#### Add the following.

a) Sum of 105 and 76 b) Total of 199 and 10



#### c) 69 plus 74

#### d) Add of 38,21 and 97



## subtraction with Regrouping(borrow)

More on the top? No need to stop!

 $-\frac{131}{112}$ 

More on the floor?
Go next door.....
And get 10 more!

H T O
5
1 613
el 3 8

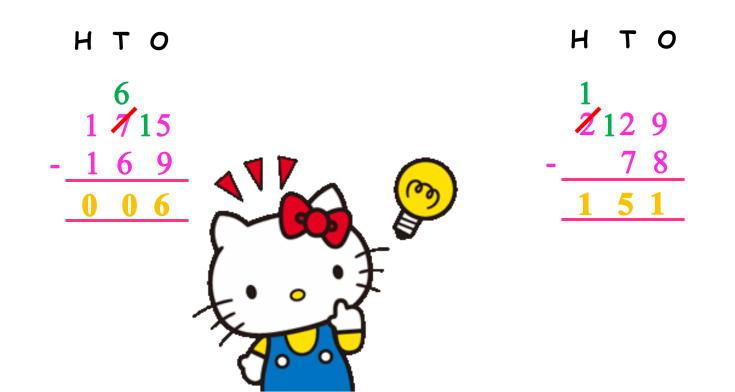
Numbers the same? Zero's the game!





#### Subtract the following.

a) 169 less than 175 b) Take away 78 from 229



#### Mental maths

Count

forward



#### **Subtract**

**Count** 

backwards

