

Autumn

Week	Topic	Curriculum objectives	YEAR 1- AUTUMN TERM- SMALL STEPS
1-3	Number : Place Value	<ul style="list-style-type: none"> • Read and write numbers to at least 100 in numerals and in words. • Recognise the place value of each digit in a two digit number (tens, ones). • Identify, represent and estimate numbers using different representations including the number line. • Compare and order numbers from 0 up to 100, use $<$, $>$ and $=$ signs. • Use place value and number facts to solve problems. • Count in small steps of 2, 3 and 5 from 0 and in tens from any number, forwards and backwards. 	<ul style="list-style-type: none"> Count objects to 100 and read and write numbers in numerals and words Represent numbers to 100 Tens and ones with a part-whole model Tens and ones using addition Use a place value chart Compare objects Compare numbers Order objects and numbers Count in 2s, 5s and 10s Count in 3s
4-8	Number : Addition and Subtraction	<ul style="list-style-type: none"> • Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100. • Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones; a two-digit number and tens; two two-digit numbers: adding three one digit-digit numbers. • Show that the addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot. • Solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures: applying their increasing knowledge of mental and written methods. <p>Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.</p>	<ul style="list-style-type: none"> Fact families - addition and subtraction bonds to 20 Check calculations Compare number sentences Related facts Bonds to 100 (tens) Add and subtract 1s 10 more and 10 less Add and subtract 10s Add a 2-digit and 1-digit number - crossing ten Subtract a 1-digit number from a 2-digit number - crossing ten Add two 2-digit numbers - not crossing ten - add ones and add tens Add two 2-digit numbers - crossing ten - add ones and add tens Subtract a 2-digit number from a 2-digit number - not crossing ten Subtract a 2-digit number from a 2-digit number - crossing ten - subtract ones and tens Bonds to 100 (tens and ones) Add three 1-digit numbers

9-10	Measurement: Money	<ul style="list-style-type: none"> Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value. Find different combinations of coins that equal the same amounts of money. <p>Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.</p>	<ul style="list-style-type: none"> Count money - pence Count money - pounds (notes and coins) Count money - notes and coins Select money Make the same amount Compare money Find the total Find the difference Find change Two-step problems
11-12	Number: Multiplication and Division	<ul style="list-style-type: none"> Recall and use multiplication and division facts for the 2, 5 and 10 times tables, including recognising the odd and even numbers. Calculate mathematical statements for multiplication within the multiplication tables and write them using the multiplication (x), (÷) and equals (=) sign. Solve problems involving multiplication, using materials, arrays, repeated addition, mental methods and multiplication, including problems in context. Show that the multiplication of two numbers can be done in any order (commutative). 	<ul style="list-style-type: none"> Recognise equal groups Make equal groups Add equal groups Multiplication sentences using the × symbol Multiplication sentences from pictures Use arrays 2 times-table 5 times-table 10 times-table

Spring

1-2	<p>Number: Multiplication and Division</p>	<ul style="list-style-type: none"> Recall and use multiplication and division facts for the 2, 5 and 10 times tables, including recognising odd and even numbers. Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals (=) signs. Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in contexts. Show that the multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot. 	<ul style="list-style-type: none"> Make equal groups – sharing Make equal groups – grouping Divide by 2 Odd & even numbers Divide by 5 Divide by 10
3-4	<p>Statistics</p>	<ul style="list-style-type: none"> Interpret and construct simple pictograms, tally charts, block diagrams and simple tables. Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity. Ask and answer questions about totalling and comparing categorical data 	<ul style="list-style-type: none"> Make tally charts Draw pictograms (1-1) Interpret pictograms (1-1) Draw pictograms (2, 5 and 10) Interpret pictograms (2, 5 and 10) Block diagrams
5-7	<p>Geometry: Properties of Shapes</p>	<ul style="list-style-type: none"> Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line. Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces. Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid.] Compare and sort common 2-D and 3-D shapes and everyday objects. 	<ul style="list-style-type: none"> Recognise 2-D and 3-D shapes Count sides on 2-D shapes Count vertices on 2-D shapes Draw 2-D shapes Lines of symmetry Sort 2-D shapes Make patterns with 2-D shapes Count faces on 3-D shapes Count edges on 3-D shapes Count vertices on 3-D shapes Sort 3-D shapes Make patterns with 3-D shapes

8-10	Number: Fraction	<ul style="list-style-type: none"> Recognise, find, name and write fractions $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity. Write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$ 	<ul style="list-style-type: none"> Make equal parts Recognise a half Find a half Recognise a quarter Find a quarter Recognise a third Find a third Unit fractions Non-unit fractions Equivalence of $\frac{1}{2}$ and $\frac{2}{4}$ Find three quarters Count in fractions
11	Measurement: Length and Height	<ul style="list-style-type: none"> Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ($^{\circ}$C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels. Compare and order lengths, mass, volume/capacity and record the results using >, < and =. 	<ul style="list-style-type: none"> Measure length (cm) Measure length (m) Compare lengths Order lengths Four operations with lengths
12	Consolidation		

Summer

1-3	Geometry: Position and direction	<ul style="list-style-type: none"> Use mathematical vocabulary to describe position, direction and movement including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise). Order and arrange combinations of mathematical objects in patterns and sequences 	<ul style="list-style-type: none"> Describing movement Describing turns Describing movement and turns Making patterns with shapes
4-5	Problem solving and efficient methods	To solve problems using all of the above objectives. (WR- Problem of the day)	To solve problems using all of the above objective. (WR – Problems of the Day)
6-7	Measurement: Time	<ul style="list-style-type: none"> Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times. Know the number of minutes in an hour and the number of hours in a day. Compare and sequence intervals of time 	<ul style="list-style-type: none"> O'clock and half past Quarter past and quarter to Telling time to 5 minutes Hours and days Find durations of time Compare durations of time
8-10	Measurement: Mass, Capacity and Temperature	<ul style="list-style-type: none"> Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels Compare and order lengths, mass, volume/capacity and record the results using >, < and = 	<ul style="list-style-type: none"> Compare mass Measure mass in grams Measure mass in kilograms Compare volume Millilitres Litres Temperature
11-12	Investigations	To solve problems using all of the above objectives. (WR- Problem of the day)	To solve problems using all of the above objectives. (WR- Problem of the day)