PRIMARY SUPPORT TEAM

On the Boil

Year 1: ***Pupils need to continuously use mathematical language alongside manipulation of objects to understand the key concepts in Year 1.***

Strand	Autumn	Spring	Summer	Key resources and representations
Number and place value	Counting forwards and backwards to 20.	Count forwards and backwards in 1s to 100 and across 100 and in 10s to 100. Say the number which is 1 more or less than any number to 20.	Counting forwards and backwards in steps of 1, 2, 5 and 10 from 0. Count forward and backwards to 100.	Counting sticks, 1p, 2p, 5p and 10p coins and money box/pot, Numicon Straws bundled into tens Hundred square Numberlines
Number and place value	Partitioning numbers to 5 in as many ways as possible ie. Five numicon 1 shapes or 2 two shapes and 1 one.	Partitioning numbers to 10 in as many ways as possible using apparatus. Describing what they have done with mathematical language ie. More, plus, equals.	Partitioning and re-combining numbers to 20 in different ways using apparatus and describing it with mathematical language.	Numicon Cuisenaire Coins
Number and place value	Use apparatus to create and recreate repeating patterns	Use apparatus to recognise odd and even numbers to 10	Use apparatus to recognise odd and even numbers beyond 10	Paint, potatoes, cubes, beads, plastic objects, food, Numicon shapes, feely bags
Number and place value	Practice using numbers in terms of ordinality ie. 1st, 2nd, 3rd, 4th to 10th in context.	Order numbers and sets of objects up to 10/20.	Position two-digit numbers on a numberline relative to multiples of 10	Numbered, partly numbered and blank numberlines
Number and place value	Make teens numbers using structured apparatus	Make teens numbers using structured apparatus and link to arrow cards.	Make two-digit numbers using un-structured and structured apparatus	Multi-link, counters Numicon, arrow cards Coins, Straws bundled into tens
Number and place value	Subitise dots up to 6 in regular dice patterns	Subitising using five frames – how many can you see? How many are missing?	Subitising using tens frames – How many can you see? How many are missing?	Fives frames, tens frames, finger flashing, bunny ears, dice, playing cards
Addition and subtraction	Use stories, pictures, objects to build up the story of all numbers to 5.	Use stories, pictures, objects to build up the story of all numbers to 10.	Use stories, pictures, objects to build up the story of all numbers to 20. Link these to 10..	Numicon, Cuisenaire Double sided counters, tens frames, balance pans, fingers
Addition and subtraction		To use the equals sign to balance sums using apparatus		Numicon, Cuisenaire, balance, playdough
Addition and subtraction	Find totals by counting all	Find totals of two sets of objects by counting on	Find totals of two sets of objects by counting on	Paper plates, cubes, numicon, puppets, real life objects
Addition and subtraction		Doubling and halving objects up to double 5	Doubling and halving objects to double 6.	Playdough, fingers, numicon, Cuisenaire, multilink, bead bars
Multiplication and division	Grouping and sharing contexts	Creating arrays to explore the vocabulary around multiplication and division.		Arrays, Numicon, counting objects, peg boards,
Fractions/measurement			Practice finding halves and quarters of groups of objects and shapes.	Playdough, counting objects, food, knives