Spring 2018
Gemma Davis Slytherin Maths Medium Term Plan

Teaching focus	Duration	Learning intentions	
		Rec	**Yr1**
Number and place value	1 week	Count reliably to 20. Recognise numbers as more or less than 10. Read and write numbers over 10. Count up to 20 objects. Count back from 20 using objects, recognising and using zero to show there are no objects left. Order numbers up to 20 by placing them on a line. Place 3 numbers up to 20 in order.	Know the number before and after any 2-digit number. Find one more/less than any 2-digit number. Count in tens from 10. Find missing multiples of ten in a sequence. Count on in tens from 10 to 100 and in ones from any number to 100. Fill in missing number sequences of multiples of ten. Make a sensible estimate up to 100 (e.g. choosing from 10, 20, 50 or 100). Find ten more and ten less than a given number. Recognise and describe what is happening to the multiples of ten on the number grid.
Number and Addition	1 week	Begin to know ordinal numbers. Count actions and sounds up to 20. Recite numbers to 20 and then to 100. Place numbers 1-20 on a number line. Place three numbers up to 20 in order. Say the next number to a given number up to 10; match numerals to spoken numbers.	Know number bonds to 8 by heart. Write number bonds as number sentences. Know that addition can be done in any order. Know number bonds to 9 by heart. Write number bonds as a number sentence. Know that addition can be done in any order. Know how to double a number. Find doubles to double 6 and record as an addition; begin to know by heart. Add three small numbers, spotting pairs to ten. Understand that changing the order of addition does not change the total. Add three small numbers, spotting pairs to ten or doubles.
Money and Number	1 week	Recognise 1p, 2p, 5p, 10p coins. Begin to know what coins they would need to buy different priced objects. Use money in shopping. Use 1p, 2p, 5p, 10p coins in play shopping. Use money in shopping using 1p, 2p, 5p, 10p coins. Recognise different hidden coins, say what coins it can/cannot be. Solve practical problems involving counting or role-play. Solve practical problems involving counting or role-play. Exchange coins, e.g. 10 pennies for 10 pence coin.	Recognise each coin up to £1. Know the value of each coin to £1. Find totals of 2 and 3 coins to 10p. Begin to find what coins can be used to pay a given amount up to 20p. Find what coins can be used to make a given amount less than 10p. Begin to find all possibilities by making an ordered list. Count in tens from single-digit numbers. Find 10 more than any 2-digit number less than 90. Count back tens from 2-digit numbers. Find 10 less than any 2-digit number.

Measures and shape	1 week	Compare two weights Start to use language of heavier and lighter than. Compare two weights. Use language of heavier and lighter than. Make predictions about which item may weigh more. Use uniform non-standard units to measure weights up to 10 units. Understand that a scale will balance when two items weigh the same. Know how key times of day (hours only) are shown on the clock, analogue and digital clock. Know how key times of day (hours only) are shown on the clock, analogue and digital clock. Show o'clock times by using their arms.	Compare weights using direct comparison. Estimate and find objects that are heavier and lighter. Compare weights using direct comparison. Estimate and find objects that are heavier and lighter. Use uniform non-standard units to measure weight. Estimate how heavy an object is using uniform non-standard units. Tell the time to the hour and half hour. Describe what would be happening at different times of the day. Tell the time to the half hour. Find the time half an hour later.
Number and Multiplication	1 week	Count up to 20 and then 100 using a number square. Count objects in a set and match to numbers. Use zero for an empty set. Count back from 20 to 0 Count objects in a set and match to numbers. Compare numbers up to 20. Begin to use the language of more/less. Read numbers up to 20. Count numbers in a set and match written numerals. Read numbers up to 20. Compare numbers saying whether they are larger/smaller.	Count in 2s from different starting numbers. Recognise a sequence and continue it. Recognise odd and even numbers up to 20. Sort numbers up to 20 into odd and even. Using prior knowledge of numbers, sort them onto Venn diagrams and into tables. Explain how and why they have sorted them in that way. Double numbers up to 20. Explain what they are doing by doubling. Halve numbers up to 20. Understand why it is tricky to halve odd numbers.
Addition, Number and place value	1 week	Say the next number, without counting from 1. . Begin to recognise this as addition. Say the next number, without counting from 1. Begin to record this in an addition sentence. Add 1 to any number to 10; say corresponding addition. Add 2 to any number to 10; say corresponding addition. Add 2 to any number to 10; say corresponding addition.	Show a 2-digit number by combining groups of ten and one. Know what each digit means in a 2-digit number. Know what each digit means in a 2-digit number. Estimate a number of objects and group in tens when counting to check. Compare two numbers less than 100, say which is more or less. Give a number between two neighbouring multiples of 10. Investigate and make 2-digit numbers and say what each of the digits represents. Begin to record findings in a systematic way.
Addition and Measures	1 week	Add one or two to a number up to 10. Begin to recognise this addition as a number sentence. Add one or two to a number up to 10. Begin to record in a number sentence. Find one more than a number up to 20. Begin to understand how to partition a teens number into one ten and ones using fingers and toes. Begin to find small differences using 'it's not fair'. Begin to find small differences using 'it's not fair'. Find what is the 'same' and what is 'different' in comparing two quantities (e.g. you have 4 and I have 4 but you also have 2 more.).	Measure objects accurately using cubes. Compare lengths. Measure lengths of string in cubes, including wiggly lines. Estimate and compare lengths Find the difference in length using uniform, non-standard units (cubes). Find the difference between two towers of cubes. Measure height using uniform, non-standard units (cubes). Find towers that have a difference of 3. Begin to use a systematic way of going about the investigation, recognising patterns.

Shape and Measures	1 week	Begin to name and describe 3D shapes. Begin to use some simple shape vocabulary. Begin to name and describe cube, cuboid, sphere. Make 3D shapes and describe what they have made. Begin to name and describe cube, cuboid, sphere. Use 3D shapes to make models and describe the shapes they have used. Use 3D shapes to print 2D shapes. Describe the 2D shapes printed and identify by name. Revise the properties of 2D shapes. Find 2D and 3D shapes in 'real-life' on a shape walk.	Name common 3D shapes and their faces. Name, describe and sort common 3D shapes Recognise 2D drawings of common 3D shapes. Describe properties of common 3D shapes. Make models of 3D shapes. Read the time to the half hour on analogue clocks. Read the time to the half hour on analogue and digital clocks. Match analogue and digital clocks.
Addition and subtraction	1 week	Understand that 5 objects can be split in different ways. Find different ways to partition sets of 5 objects. Read the corresponding addition. Understand that 6 objects can be split in different ways. Find different ways to partition sets of 6 objects. Read the corresponding addition. Begin to understand subtraction as taking away. Work out how many objects are 'hiding'. Begin to recognise how to record a subtraction number sentence. Begin to understand subtraction as taking away. Work out how many objects are 'hiding'. Begin to recognise how to record a subtraction number sentence. Begin to understand subtraction as counting back. Work out subtractions by counting back, e.g. 'how many people are left on the bus?'	Find addition pairs to 8 and 9. Record the number pairs as addition number sentences. Relate addition and subtraction number bonds by discussing the relationship between the numbers used. Write the corresponding subtraction number sentences. Find doubles to double 6. Use these facts to work out near doubles. Add 10, 20 or 30 to any 2-digit number (answers less than 100). Subtract 10, 20 or 30 from 2-digit numbers.
Addition/subtraction, Measures, shapes and data	1 week	Find different ways to partition sets of 10 objects and read corresponding additions. Begin to recall number bonds to 10. Find different ways to partition sets of 10 objects and read additions. Begin to know what needs to be added to a number to make 10. Begin to recognise coins. Sort coins into sets in different ways. Sort 3D shapes into sets according to whether they roll or not, stack or not. Recall some properties of 3-D shapes. Sort 3D shapes into a table according to curved and flat faces Recall some properties of 3-D shapes.	Know all number bonds to 10. Use pairs to ten to bridge ten with the support of bead strings and beaded lines. Use pairs to ten to bridge ten with the support of money lines. Add coins and amounts which total more than 10p. Use pairs to ten to bridge ten with the support of beaded lines. Sort calculations according to whether they will bridge ten or not. Choose the most effective method for working out additions.

Number, Addition/subtraction	1 week	Revise coin recognition for coins up to 20p. Begin to recognise 50p, £1 and £2 coins. Begin to know the value of these coins, e.g. which have bigger values than others. Add very small amounts of money in context. Begin to put biggest amount first when adding. Add very small amounts of money in context. Begin to put biggest amount first when adding. Begin to recognise how some number facts can help them when adding. Begin to know months of the year, including important months, e.g. birthday, celebrated festivals Begin to recognise different seasons and their months and weather. Begin to know months of the year, including important months, e.g. birthday, celebrated festivals Begin to recognise different seasons and their months and weather.	Find ways to pay up to 10p. Find totals of single-digit prices using known facts or counting on, including bridging 10p. Add 10p and 20p to 2-digit prices, answers less than £1. Find change from 10p by counting on and using number bonds. Find the difference between amounts of money less than 20p, with a difference of 5p or less.
Vegetable Shop Role Play Area	Term	Use addition vocab Counting shop goods. Combine two groups of objects. Add by counting on. Find one more than a number from 1-10. Counting 1ps. Sorting coins Using coins in role play. Use coin vocab	Add ten to a one digit number. To know addition and subtraction facts to 5. To begin to recognise and name 0 To begin to recognise a relationship between addition and subtraction To develop the concept of buying and selling using coins. To develop the concept of buying and selling using coins. To work out how to pay for items costing up to 10p. To add sets of coins. To recognise the relationship between coins 1p, 2p, 5p, 10p.

Mental Maths	Term	1+1 2+2 3+3 4+4 5+5 - Recognising numbers to 10 - Count ten objects. - Realising that the end number is the total. - Count on/back one. - Double a one digit number - Half of 2, 4, 6, 8, 10 - When to add + - When to find the total = - When to take away – - Take some away – count how many left = - Give out objects fairly (division)	- Count to 100. - Counting in 5's - Doubling 2 digit multiples of 10. - Number bonds to 10. - Reading numbers 100 200 300 400 500 600 700 800 900 1000 - Ordering two digit numbers. - Counting on and back in 2, 3, 4, 5 - Add numbers of objects to 10. - Read/arrange/solve an addition and subtraction number sentence - Take away numbers of objects to 10. - Solve subtraction on a number line. - Share 6, 9, 12, or 15 objects into 3. 1+9= 3+7= 5+5= 4+6= 2+8= 4+2= 5+2= 6+2= 7+2= 9+2= 4+3= 5+3= 6+3=