Year 1 Russell Street School.

Autumn 1	Week 1	Week2	Week 3	Week 4	Week 5	Week 6	Week 7
LI	Count Read and write numbers Know number facts (LT)	Count Read and write numbers Add and subtract 0 Know number facts (LT)	Read and write numbers Add and subtract 1 Know number facts (LT)	Add and subtract 1 Describe a pattern Know number facts (LT)	Double Solve problems Know number facts (LT)	Identify and describe 2d and 3d shapes. Know number facts (LT)	Solve problems Addition and subtraction Know number facts (LT)
Mental	In steps of one to 20, forwards and backwards. Jumping, counting beats etc. Writing numbers in figures and **words.** Handwriting? Stopping adding one more, one less. Adding and subtracting 0 to a number.						
Main							
	Represent numbers using objects: matching to numicon pieces, groups of objects, practising writing numbers to 20, place value. Adding and subtracting 0 Ordering numbers game.	Introduce the add, subtract and equals signs and appropriate vocabulary. Use a number track and numicon to describe what happens to a number when we add and subtract 0. SAS number sort and Post sorting	Represent numbers using objects: matching to numicon pieces, groups of objects, practising writing numbers to 20, place value. Matching ladybirds.	Introduce odd and even numbers. Identify patterns in shapes, numbers. What happens when I.... add on one/ten, subtract one/ten? Funky mummy pairs and More/less	Relate to even numbers: when we double a number we always get an even number as our answer. Double groups of objects, numicon, find patterns. Robin Hood doubling Top Marks number bonds	Recognise common 2d and 3d shapes. Rectangles (including squares), circles and triangles. Cuboids (including cubes, pyramids and spheres) Topmarks Geoboard and Purple Mash design a picture using 2d and 3d shapes.	Problems **involving numbers to 20.** Addition and subtraction using concrete and pictorial representations and missing number problems.
Equipment	Numicon teaching guide lesson Using Pattern: 1a,1b, 2b Calculating 6a, 6b	Numicon teaching guide lesson 6a, 6b Number tracks Bea strings.	Numicon teaching guide Using Pattern lesson 3a, 3b. Objects Number line	Numicon teaching guide lesson Using Pattern 3a, 3b,5a, 5b, 7b	Numicon teaching guide Using Pattern 6a,6b. Hundred squares Bead string Objects	2d and 3d shapes	Number tracks Objects Numicon

Year 1 Russell Street School.

	Objects Number line Base ten Number cards Number fans		Base ten Number cards Number fans Bead strings	Hundred squares Bead string Objects			
Autumn 2	Week 1	Week2	Week 3	Week 4	Week 5	Week 6	Week 7
Ll	Order events Tell the time. Solve problems Know number facts (LT)	Order numbers Add Know number facts (LT)	Double Half Know number facts (LT)	Add Know number facts (LT)	Subtract Know number facts (LT)	Fractions Know number facts (LT)	Multiplication. Know number facts (LT)
Mental	Counting to 100. From any number, forwards and backwards. Identifying patterns. Stopping on a number and adding one, subtracting 1. Count in tens. Adding 10, subtracting 10. Adding 0 subtracting 0. Number fans, whiteboards, hundred squares.						
Main	Sequence events in chronological order using language before, after, next, first, today, yesterday. Recognise and sequence events. Days of the week, months of the year. Tell the time to the hour and half past Draw the hands on a clock face. Discuss directional language ICT games – telling the time and Bee Bots	Place value, discuss the value of each digit. Ordering from smallest to largest. Ordinal numbers first, second, third. Solve problems including measures, lightest to heaviest, smallest to largest. ICT games – shark numbers	Recap doubling using money and measures . Solve one step addition and subtraction problems involving money. Robin Hood doubles and Halving Top Marks	Discuss adding 0 to any number. Solving addition problems using the commutative rule, understanding that the largest goes First. Looking for patterns adding one and ten to any number. Solve missing number problems including measures, money one digit and two digit numbers. Addition- Top Marks	Discuss subtracting 0 and 1 from any number. Use the inverse rule to check answers. Solve one step problems including money and measures. Discuss finding a small difference. Octopus – ICT games	Recap halving and the relations ship between halving and finding half. Pupils recognise find and name half as one of two equal parts of an object, shape or quantity. Recognise find and name a quarter as one of four equal parts of an object shape or quantity. ICT games – save the whale	Through using groups, arrays and number patterns pupils solve problems to multiplication problems. Relate to money and measures. Make connections between the 2,5 and 10 times tables to solve problems. ICT – Shark numbers and Bee Bots
Equipment Methods	Days of the week/months of the year cards.	Numicon Pattern 4a and 4b Number cards	Numicon Calculating 10b. Objects	Numicon Caluclating13a.	Numicon Calculating 13b. Bead strings.	Shapes	Peg boards Numicon pegs Array style pieces

Year 1 Russell Street School.

	Clock faces.	Place value cards Base ten	Base10. Number track	Number track Hundred square	Number track. Coins Numicon.		of wrapping paper.

Spring 1	Week 1	Week2	Week 3	Week 4	Week 5	Week 6	Week 7
	Solve problems Order numbers Add and subtract 1 Subtraction LT	Multiply Subtraction LT	Recognise and identify 2d and 3d shapes. Divide Subtraction LT	Add Subtraction LT	Subtraction Subtraction LT	Tell the time Use Measures Subtraction LT	Solving Problems. Assess and review. Subtraction LT
Mental	Counting in twos from different starting points recognising patterns, odd even. Stopping and + and – 1 and 0.						
Main	Solving addition and subtraction one step problems. Including money and measures. Save the whale	Solve multiplication problems by using arrays, objects, numicon. Include money and measures. Whack a mole	Recognise and name common 2d and 3d shapes. Rectangles (including squares), circles and triangles. Cuboids (including cubes, pyramids and spheres) Find real life examples of 2D and 3D shapes. Find fractions of amounts and objects. Solve one step problems involving money, measures. Make the connection between arrays and number patterns and	Solve addition problems involving money and measures. Add three one digit numbers. Add a 1-digit number to a 2-digit number. Begin to add two 2-digit numbers by partitioning and recombining. Solve missing number and one step problems. Catapult game – ICT games	Solve subtraction problems involving money and measures. Recap counting backwards to subtract and finding the difference to subtract numbers that are closer together. Solve missing number and one step problems. Mummy number line – ICT games	Read clocks draw hands on clock faces to the hour and half past. Measure and record time in hours, minutes and seconds. Practical equipment to measure length and height. Start with non-standard and move onto standard. Use rulers to measure lines up to 30cm. Draw lines up to 20cm accurately. Telling the time-	Solve one step problems involving measures and money. Recap addition, subtraction, multiplication and division.

Year 1 Russell Street School.

			counting in twos, fives and tens. ==Halves – Top Marks==			==ICT games.== ==Set the clock==	
Equipment	<u>Numicon Addition Pattern: 11a, 11b.</u> Number tracks Number lines Bead strings	Numicon Objects Base ten	2d shapes. Objects Numicon	<u>Numicon: Addition 9a, 9b.</u> Objects Jottings	<u>Numicon;</u> <u>Calculating: 11b</u> Base ten Objects Jottings	Metre sticks. Rulers. Stop watches.	Numicon Base ten. Jottings Peg boards.

Spring 2	Week 1	Week2	Week 3	Week 4	Week 5	Week 6	Week 7
LI	Subtract Subtraction LT	Add Subtract Subtraction LT	Multiply Divide Subtraction LT	Tell the time Use directional language Subtraction LT	Compare Subtraction LT	Use measures Subtraction LT	Assess and Review Subtraction LT
Mental	Counting in fives from 0 and other numbers. Stopping and adding and subtracting one. Relationship to counting in tens. Forwards and backwards. Recognising and describing patterns.						
Main	Recap; subtracting ten from any 2 digit number up to 100. Use Numicon calculating 11b and relate to the subtraction facts that they already know. ==Ten less shoot out and Mummy number lines.==	Solving one step problems involving measures and money. Recap counting forwards and backwards, adding and subtracting. Find the correct amount of change by finding the difference. ==Pay for it – ICT games.==	Recap adding three numbers together (repeated addition). Explain the relationship between repeated addition and multiplication. Solve repeated addition problems, then multiplication problems, including money and measures. Recap division of shapes and relate to sharing and grouping.	Use the language of position direction and movement including left, right, whole, half, quarter and three quarter turns. Relate the language to telling the time. Use the bee-bots to plan a route. Children give/record directions to different parts of the school. ==What is the time==	Discuss place value and how it affects the value of a number. Find the position of different two digit numbers on a labelled and then blank number line. Compare numbers up to 100. Compare amounts of money, measures. ==Shark numbers partitioning game==	Mass and capacity. Look at the units for each. Use measuring tools to become familiar. Compare which is the heaviest /lightest full/empty/half full/quarter full. Read scales for mass and capacity ==Mostly postie and measure capacity.==	

Year 1 Russell Street School.

			Whack a mole	Mr Wolf?			
Equipment	Numicon objects	Numicon Objects Money Number tracks	Numicon: Calculating 9a.	Bee-Bots Clock faces. Wii dance.	Numicon Counting 4b,7a Objects	Measuring equipment etc	Numicon: Calculating 11a, 11b.

Summer 1	Week 1	Week2	Week 3	Week 4	Week 5	Week 6	Week 7
LI	Order Partition and recombine LT: Problem solving.	Add Subtract Solve problems. LT: Problem solving.	Order Add LT: Problem solving.	Subtract Add LT: Problem solving.	Multiply Divide LT: Problem solving.	Tell the time LT: Problem solving.	Multiply LT: Problem solving.
Mental	Count to 100 forwards and backwards. Stopping and adding and subtracting one and zero.		Count to 100 in steps of two. Discuss the pattern and the relationship between the numbers odds and evens. Staring from different points.		Count to 100 in steps of 5.Discuss the pattern and the relationship between the numbers. Start at different points on the 100 square.		Count to 100 in steps of 10.Discuss the pattern and the relationship between the numbers. Start at different points on the 100 square.

Year 1 Russell Street School.

Main	Order three 2-digit numbers up to 100. Find the value of numbers by partitioning and recombining. Recap place value and ensure pupils have a good understanding of 0 as a place holder.	Recap solving addition and subtraction of 10 problems. Solve addition problems by partitioning and recombining. Solve subtraction problems by counting back using a number line and use base 10 to start exchanging ten for ten ones.	Order numbers from 0-100 discussing how we know which is the biggest, smallest. Partition and recombine individual two digit numbers. Solve addition problems by adding one digit to a two digit number. Use the commutative rule. Relate to money and measures.	Discuss the patterns by adding and subtracting ten to any number. Solve addition and subtraction problems related to money and measures.	Recap the relationship between multiplication and division. Demonstrate how we can solve both sets of problems by using grouping and discuss the relations ships between repeated addition and multiplication and the inverse rule.	Use correct vocabulary during practical work for time (quicker, slower, earlier, later) Read time on a clock showing o'clock. Read time on a clock showing half past. Draw hands on a clock to show o'clock. Draw hands on a clock to show half past. Say the days of week and months of year in order	Use arrays and objects and jottings to solve multiplication problems. Include money and measures.
Equipment	Numicon: Counting 4b,7a, 6a,6b Calculating 2a Base ten Place value cards. Number tracks Number lines.	Numicon: Calculating 13a and 13b.Counting 5a,7b. Base ten	Numicon: Counting 5b, Calculating 8a. Number cards Base ten	Numicon: Calculating 12a, 12b. Money Base ten	Numicon: Objects.	Clocks Stop watches	

Data handling does not appear in the year 1 curriculum. It will be covered in Summer 1 Environment (geography) and Spring 2 Stony Stratford (ICT).

Year 1 Russell Street School.

Summer 2	Week 1	Week2	Week 3	Week 4	Week 5	Week 6	Week 7
LI	Add. Subtract LT: Problem solving.	Add. Subtract. LT: Problem solving.	Multiply Divide. LT: Problem solving.	Divide. LT: Problem solving.	Recognise and identify 2d and 3d shapes. Divide LT: Problem solving.	Assess and Review LT: Problem solving.	
Mental	Count beyond 100 in ones starting from any number. Count to at least 40 in twos From any number identifying patterns. Adding and subtracting 1,0 and 10.		Count beyond 100 in ones starting from any number Count to 100 in fives. From any number identifying patterns. Adding and subtracting 1,0 and 10.		Count beyond 100 in ones starting from any number Count to 100 in tens. From any number identifying patterns. Adding and subtracting 1,0 and 10.		
Main	Add and subtract one digit and two digit numbers to 20. Including zero. Solve problems involving money and measures. Solve missing number problems using concrete and pictorial representations.	Remind the pupils of how to solve problems by counting back or finding the difference. Discuss when would be the best time to use the different strategies. Solve finding change problems by finding the difference.	Recap the names of2d shapes. Solve finding halves and quarters of shapes problem. Children need to explain the rule to each other. Extend to finding halves and quarters of numbers and solve problems involving money and measures relating to this . Practical and written jottings.	Recap the relationship to multiplication and division and discuss how we can solve problems by putting into 'groups of' and by sharing. Solve one step problems using money and measures and Find fractions of amounts using concrete objects and jottings.	Identify 2d shapes. Recap what they are and how we can divide them into halves and quarters. Solve one step words problems understanding that a fraction is one part of a whole object, amount.	Solve word problems involving addition and subtraction multiplication and division.	
Equipment	Numicon: Calculating 2a. Number line Bead string Numicon	Numicon: Calculating 11a and 11b. Number tracks. Money Number lines.	Wrapping paper. Arrays. Numicon Peg boards. Number lines.	Wrapping paper. Arrays. Numicon Peg Boards. Number lines	2d shapes. Peg boards Numicon Objects Number lines.	Numicon: Calculating 11a, 11b.	

Year 1 Russell Street School.