

Year 1- Yearly Overview

	Wk1	Wk2	Wk3	Wk4	Wk5	Wk6	Wk7	Wk8	Wk9	Wk10	Wk11	Wk12	Wk13	Wk14
	Daily practice of times tables using the Numberlink boards. Focus on 2 and 10 times tables. Begin writing times tables in order.													
Autumn	1.1 Number: Place Value			1.1 Addition & Subtraction	1.2 Measurement: Money & Length	1.2 Addition & Subtraction		1.3 Multiplication & Division		1.3 Fractions & Geometry	1.4 Number: Place Value	1.4 Addition & Subtraction		
	Measurement: Utilise everyday opportunities to develop understanding of the passing time (hours) and ‘time’ language (yesterday, tomorrow, morning, afternoon, evening) and comparative language (quicker, slower etc). Introduce days of the week, months and dates (Days of the week/months of the year songs)													
Spring	1.5 Addition & Subtraction			1.5 Measurement Time & Mass	1.6 Fractions	1.6 Multiplication & Division		1.7 Number: Place Value	1.7 Addition & Subtraction		1.8 Addition & Subtraction with money		1.9 Addition & Subtraction with mass	
	Measurement: Utilise everyday opportunities to develop understanding of the passing of time (hours and half hours)													
Summer	1.10 Multiplication & Division				1.11 Geometry	1.12 Number: Place Value Addition & Subtraction			1.13 Fractions with multiplication & Division	1.14 Measurement: Time, Capacity and Volume		1.15 Geometry		

FUNDAMENTALS - Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. - Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens. - Given a number, identify one more and one less. - Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least. - Read, write and interpret mathematical statements involving addition (+), subtraction (−) and equals (=) signs - Represent and use number bonds and related subtraction facts within 20 - Add and subtract one-digit and two-digit numbers to 20, including zero - Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.	- Recognise, find and name a 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. - Recognise and know the value of different denominations of coins and notes - Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] - Recognise and use language relating to dates, including days of the week, weeks, months and years Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. Recognise and name common 2-D and 3-D shapes, including: - 2-D shapes [for example, rectangles (including squares), circles and triangles] - 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].
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