

Year 1	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn	Number: Place value (within 10) CSM 1,2,4 and 5 [KEY] Count to and across (10), forwards and backwards, beginning with 0 or 1, or from any given number. [KEY] Count, read and write numbers to 100 in numerals KEY] 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.				Number: Addition and Subtraction (within 10) CSM 6-10 Read and write numbers from 1 to 20 in numerals and words. Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. [KEY] 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 that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ? - 9.				Geometry Shape CSM 26-27 [KEY] Recognise and name common 2-D and 3-D shapes, including 2-D shapes [for example, rectangles (including squares), circles and triangles]. [KEY] Recognise and name common 2-D and 3-D shapes, including 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].		Number: Place value (within 20) CSM 1,2,4 and 5 [KEY] Count, read and write numbers to 20 in numerals. KEY] Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. KEY] 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.			
Spring	Number: Addition & subtraction (within 20) CSM 6-10 Read and write numbers from 1 to 20 in numerals and words. Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. [KEY] 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 that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ? - 9.			Number: Place value (within 50) CSM 1-5 [KEY] Count, read and write numbers to 100 in numerals [KEY] Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.. KEY] Given a number, identify one more and one less Count in multiples of twos, fives and ten Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal			Measurement: Length and Height CSM 14,18 [KEY] Compare, describe and solve practical problems for lengths and heights [for example, long or short, longer or shorter, tall or short, double or half]. Measure and begin to record lengths and heights.		Measurement: Weight and Volume CSM 15,16,19,20 [KEY] Compare, describe and solve practical problems for capacity and volume [for example, full or empty, more than, less than, half, half full, quarter]. Measure and begin to record mass/weight. Measure and begin to record capacity and volume.		Consolidation Weight and Volume Length and Height CSM 14,18,15,16,19,20			

Summer	Number: Multiplication and Division CSM 5, 11 Count in multiples of twos, fives and ten 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.	Number: Fractions CSM 12-13 [KEY] 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.	Geometry: Position & Direction CSM28 Describe position, direction and movement, including whole, half, quarter and three-quarter turns.	Number: Place value (within 100) CSM 1-5 KEY] Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. [KEY] Count, read and write numbers to 100 in numerals. KEY] Given a number, identify one more and one less Count in multiples of twos, fives and ten 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.	Measurement Money CSM 22 Recognise and know the value of different denominations of coins and notes.	Measurement Time CSM 17, 23-25 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. [KEY] Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.

Key Learning		
- Develop confidence and mental fluency with whole numbers, counting and place value. - Working with numerals, words and the four operations, including with practical resources (e.g. concrete objects and measuring tools). - Develop their ability to recognise, describe, draw, compare and sort different shapes and use the related vocabulary. - Using a range of measures to describe and compare different quantities such as length, mass, capacity/volume, time and money. - Read and spell mathematical vocabulary, at a level consistent with their increasing word reading and spelling knowledge at key stage 1.		
Cultural Capital		
Maths Outside the Classroom opportunities taken around the school grounds, especially geometry and measurement. By creating meaningful contexts for pupils to understand and apply their learning. By creating opportunities for pupils to solve a range of problems in real life and abstract contexts.		
Vocational Links		
Link Super 7 key figures where possible to maths/ science		
Vocabulary	Vocabulary	Vocabulary

add more and make sum total altogether equal double half difference between shape pattern curved straight round hollow solid symmetry pattern	numeral odd even multiple addition ones tens digit greater less centimetre length height width depth Kilogram weigh scales litre capacity	grouping sharing array fraction equal part half quarter left / right up / down forwards / backwards one more ten more penny / pence price time day week weekend month year
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