Year 1– Maths Overview 2023-24

Autumn Week:	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Half Term	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Concept:	**Place Value (within 10)** Counting objects, Representing objects, Recognise numbers as words, 1 More , 1 Less, Count on from any number, Counting backwards, Comparing numbers. **Mastering Number**								**Addition and subtraction (within 10)** Introduce Parts and wholes, Part/whole model, Writing number sentences, Fact families, Number bonds within 10 Systematic number bonds to 10, Adding together, Adding more. **Addition and subtraction** Finding a part The eight fact families Subtraction take away , cross out (How many left?) Subtraction on a number line – counting back Add or subtract 1 or 2					**Money** Unitising Recognise coins Recognise notes Count in coins	Consolidation
Representation:	Tens Frames and Counters Numicon Unifix number lines Number tracks Pictures and actual objects								Tens Frames and Counters Numicon Unifix Beadstrings number lines Bar model Part whole model Pictures and actual objects					Coins Numicon Purses and objects to buy	

Spring Week:	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Half Term	Week 7	Week 8	Week 9	Week 10	Week 11 (3 days)

Concept:	**Place Value (within 20)** Counting within 20 Recognise numbers as words 1 More , 1 Less Using a numberline to 20 Estimate a number on a numberline to 20. Comparing numbers Order numbers to 20	**Addition and subtraction (within 20)** Counting on Make number bonds to 20 Doubles and near doubles Subtraction counting back, Subtraction – find the difference, Missing number problems.		**Length and Height** Compare lengths and heights Measure length using objects Measure length using cm	**Mass and Volume** Heavier and lighter compare mass. Full and empty Measure capacity Compare capacity	**Place Value (within 50)** Count from 20 to 50 Groups of ten Partitioning to tens and ones, Number line to 50 and estimate numbers on number line. 1 more, 1 less	**Time** Before and after Days of the week Months of the year Sequencing their day.
Representations:	Tens Frames and Counters Numicon Unifix number lines Number tracks Bar model, Part whole model, Pictures and actual objects	Tens Frames and Counters, Numicon, Unifix, Bead strings, number lines, Bar model, Part whole model, Pictures and actual objects.		Cubes, blocks, feet, rulers tape measures in construction area	Beakers, cups, jugs in water play area.	Tens Frames and Counters Numicon Unifix Bead strings Number lines 100 square.	Sequencing pictures Days of the week/ months of the year songs and word cards and story books.

Summer Week:	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Half Term	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13
	Multiplication and division Count in 2s Count in 10s Count in 5s Recognise equal groups Add equal groups Make arrays Make doubles				**Geometry Shape** Name and recognise 2D shapes , (square triangle, circle, rectangle) Name and			**Fractions** Recognise a half of an object or a shape. Find a half of an		**Addition and subtraction Algebra** Recap and plug gaps.	**Place value within 100** Count from 50 to 100 Tens to 100 Partition into tens and ones		**Time** Recap: Before and after Days of the week	**Con-solidation**

	Make equal groups - grouping Make equal groups - sharing	Recognise 3D shapes; (sphere, cone, cylinder, cube, cuboid, pyramid) Repeating Patterns using shapes.		object or a shape. Recognise a half of a quantity. Find a half of a quantity. Recognise a quarter of an object or a shape. Find a quarter of an object or a shape. Recognise a quarter of a quantity. Find a quarter of a quantity.	Focus on missing number problems.	The number line to 100 1 more, 1 less Compare numbers with the same number of tens Compare any two numbers	Months of the year Introduce: Hours, minutes and seconds Tell the time to the hour Tell the time to the half hour	
Representation:	Counters and numicon pegs - for arrays and sharing numicon to count in 2s, 5s and 10s Unifix cubes Money: 2's, 5's and 10p coins.	2D and 3D shapes. Feely bag. Shape pictures.		Dough and knife, apples to cut up, paper plates, Counters and cubes to share Whiteboards/ hoops to show groups.	Tens Frames and Counters Numicon Unifix Bead strings, Number lines, Bar model, Part whole model	Splat square Hundred squares Base Ten and Numicon tracks for physical number lines	Real clocks in roleplay home-corner and at child's level in the classroom. Online clock on screen through-out the day. Songs for days and month. Games - whats the time Mr Wolf.	

Geometry Position and direction Describe turns Describe position - left and right Describe position - forwards and backwards Describe position - above and below Ordinal numbers
Beebots and mats games involvin first second, third etc. Computer programming games for direction.

Position and direction will be covered through computing sessions using the beebots and directing them.