

Year 1 Maths Long Term Planning – NCETM 2024-2025

<p>Autumn</p>	<p align="center">Number – Place Value</p> <p>Learn how to count to 100 and beyond, by making use of the pattern and structure of our number naming; Count collections of objects efficiently by making groups of ten; Represent numbers from 20 – 100 using base-ten equipment (for example Dienes or straws), numerals and number names; Explore the position of two-digit numbers in the number system – identifying the previous and next multiple of ten, placing them on a number line and making links to measures; Compare the size of two-digit numbers; Use their understanding of the structure of two-digit numbers to partition them into tens and ones</p> <p align="center">Number – Addition and Subtraction</p> <p>Apply partitioning into tens and ones to calculations such as $20 + 3 = 23$ and $64 - 4 = 60$</p>		<p align="center">Measure</p> <p>Compare items according to various attributes, and develop the appropriate vocabulary and grammar to describe these comparisons; Practise determining the quantity of objects in one or more sets; Compare the number of objects in two or more sets, and use appropriate language to describe each comparison based on the context; Learn to correctly use the appropriate mathematical symbols to compare quantities</p>	<p align="center">Number – Place Value</p> <p>Become fluent in enumerating the number of objects in sets up to and including five; Learn the difference between cardinality and ordinality, and learn the names (for example, ‘first’) and short-hand representations (for example, 1st) of the ordinals up to fifth; Explore the composition of the numbers one to five, working towards a systematic approach to find all of the ways each number can be partitioned into two parts; Develop fluency in partitioning the numbers one to five, and solve missing part problems; Develop fluency in ‘one more’ and ‘one less’ for the numbers one to five; Learn how to represent partitioning using the bar model</p>			
<p>Spring</p>	<p align="center">Geometry – Properties of Shapes</p> <p>Compose pattern block images; Copy, extend and develop repeating patterns; Compose tangram images; Investigate tetromino and pentomino arrangements;</p>	<p align="center">Number – Place Value</p> <p>Explore how the numbers six to ten can be thought of as a family of numbers made up of ‘five and a bit’; Become familiar with both the cardinal and ordinal value of the numbers six to ten; Explore the definition of odd and even numbers for the first time and counting in twos; Build on their experience of partitioning to develop fluency in partitioning the numbers six to ten and solve associated missing part problems</p>	<p align="center">Number – Addition and Subtraction</p> <p>Use the + symbol to represent combining two parts to make a whole (aggregation); Use the = symbol to represent the equivalence between a whole and the sum of its parts; Use the – symbol to represent the process of finding an unknown part</p>	<p align="center">Number – Addition and Subtraction</p> <p>Explore structures underlying addition and subtraction facts within ten; Build fluency with these facts; Make connections between real-life contexts involving quantities to ten, and the expressions and equations which can be used to represent them;</p>			

<p>Summer</p>	<p>Number – Place Value</p> <p>Develop and understanding that the numbers 11-19 are made up of 'ten and a bit'; Become confident in decomposing these numbers into their constituent tens and ones parts, and in combining tens and ones parts; Learn that these numbers follow the same mathematical patterns and rules as other two-digit numbers, despite their irregular names</p>	<p>Number</p> <p>Build on previous experience of skip counting in multiples of two and ten; Develop fluency with skip counting in multiples of two; Gain experience with the idea of unitising; Explore the low-denomination coins, learning that the value of a coin is unrelated to various physical attributes (particularly size); Move from skip counting with ordinal representations or cardinal representations to skip counting with objects where the cardinality is not 'visible'</p>	<p>Geometry – position and direction</p>	<p>Measure - Time</p>	
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