MATHEMATICS



Mathematics Long Term Plan Year 1

Updated June 2023

To be read in conjunction with the Calculation Policy



	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
Autumn	NUMBER Place Value (within 10)			NUMBER Addition and Subtraction (within 10) Maths Week England				GEOMETRY Shape	NUN Place (withi	NBER Value in 20)			
Spring	NUMBER Addition and Subtraction (within 20)		NUM Place (withi	BER Value n 50)	MEASUREMENT Length and Height		REMENT h and ight	MEASUREMENT Mass and Volume		NUN Multipl and D	IBER ication ivision		
Summer	NUMBER Fractions Measurection And Direction		MEASU Ti	REMENT	PiXL Assessments	NUA Place (within	ABER Value n 100)	Consoli PiXL Numb	idation of Analysis F er Bonds My M Mat	RTP's Focus Focus oney ths			

📀 Year 1 Medium Term Plan

Autumn Term	Weeks 1-5 Place Value (within 10) * 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 * Count to and across 100, forwards and backwards, beginning with zero or 1, or from any given number * Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens * Read and write numbers from 1 to 20 in numerals and words * Given a number, identify one more and one less				Weeks 6-10 Maths Week England	Week 11
Domain					Addition and Subtraction (within 10)	Shape
NC Objective				 * Read, additi * Repre facts * Add a zero 	Aaths Week England will be celebrated during this block with a set focus write and interpret mathematical statements involving on (+), subtraction (-) and equals (=) signs sent and use number bonds and related subtraction within 20 nd subtract 1-digit and 2-digit numbers to 20, including	 Recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangl (including squares circles and triangl) 3-D shapes [for example, cuboids (including cubes), pyramids and sphere
	Step 1	Sort objects		Step 1	Introduce parts and wholes	See 1 Recognise and name 3-D shapes Sec 3-D shapes Sec 3-D shapes
	Step 2	Count objects		Step 2	Part-whole model	Brep 1 Recognise and name 2-D shapes Strip 4 Sort 2-D shapes
	Step 3	Count objects from a larger group		Step 3	Write number sentences	Patterns with 2-D and 3-D shapes
	Step 4	Represent objects		Step 4	Fact families – addition facts	
	Step 5	Recognise numbers as words		Step 5	Number bonds within 10	
	Step 6	Count on from any number		Step 6	Systematic number bonds within 10	
	Step 7	1 more		Step 7	Number bonds to 10	
Smaller	Step 8	Count backwards within 10		Step 8	Addition – add together	
Steps (WRM)		L		Step 9	Addition – add more	
	Step 9	1 less		Step 10	Addition problems	
	Step 10	Compare groups by matching		Step 11	Find a part	
	Step 11	Fewer, more, same		Step 12	Subtraction – find a part	
	Step 12	Less than, greater than, equal to		Step 13	Fact families – the eight facts	
	Step 13	Compare numbers		Step 14	Subtraction – take away/cross out (How many left?)	
	Step 14	Order objects and numbers		Step 15	Take away (How many left?)	
	Step 15	The number line		Step 16	Subtraction on a number line	
				Step 17	Add or subtract 1 or 2	

	Weeks 12-13
	Place Value (within 20) Identify and represent numbers using
es), les]; eres]	 objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least Count to and across 100, forwards and backwards, beginning with zero or 1, or from any given number Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens Read and write numbers from 1 to 20 in numerals and words Given a number, identify one more and and late
	oneless
	Step 1 Count within 20 Step 2 Understand 10 Step 3 Understand 11, 12 and 13
	Step 4 Understand 14, 15 and 16
	Step 5 Understand 17, 18 and 19
	Step 6 Understand 20
	Step7 1 more and 1 less
	Step 8 The number line to 20
	Step 9 Use a number line to 20
	Step 10 Estimate on a number line to 20
	Step 11 Compare numbers to 20
	Step 12 Order numbers to 20

RTP's	* INPV-1 Count within 100, forwards and backwards, starting with any number • Step 6-Count on from any number • Step 8-Count backwards within 10 * INPV-2 Reason about the location of numbers to 20 within the linear number system, including comparing using <> and = • Step 11-Fewer, more, same • Step 12-Less than, greater than, equal to • Step 13-Compare numbers • Step 14-Order objects and numbers • Step 15-The number line Not a Year 1 objective but helps to prepare for Year 2 if introduced now.	 INF-1 Develop fluency in addition and subtraction facts within 10 Step 5-Number bonds within 10 Step 6-Systematic number bonds within 10 Step 7-Number bonds to 10 IAS-1 Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers. Step 5-Number bonds within 10 Step 6-Systematic number bonds within 10 Step 7-Number bonds to 10 Ensure odd and even numbers are explicitly taught in Year 1. They are explored in Reception and Year 2. IAS-2 Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbols, and relate additive expressions and equations to real-life contexts. Step 4-Fact families - addition facts Step 10-Addition - add more Step 11-Find a part Step 13-Fact families - the eight facts Step 14-Subtraction - take away/cross out (How many left?) Step 16-Subtraction on a number line 	 IG-1 Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another. Step 1-Recognise and name 3-D shapes Step 2-Sort 3-D shapes Step 3-Recognise and name 2-D shapes Step 4-Sort 2-D shapes Step 5-Patterns with 2-D and 3 IG-2 Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations. Step 1-Recognise and name 3-D shapes Step 2-Sort 3-D shapes Step 3-Recognise and name 3-D shapes Step 3-Recognise and name 2-D shapes Step 3-Recognise and name 3-D shapes Step 4-Sort 2-D shapes Step 3-Recognise and name 3-D shapes Step 4-Sort 2-D shapes Step 5-Patterns with 2-D and 3-D shapes 	 INPV-1 Courbackwards, s Step 1-Cou INPV-2 Real numbers to 2 system, inclu Step 8-TI Step 9-Us Step 11-0 Step 12-0
-------	---	--	---	---

16-1 Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and byramids are not always similar to one another. •Step 1-Recognise and	 * 1NPV-1 Count within 100, forwards and backwards, starting with any number • Step 1-Count within 20 * 1NPV-2 Reason about the location of numbers to 20 within the linear number system, including comparing using < > and = • Step 8-The number line to 20 • Step 9-Use a number line to 20
name 3-D snapes	• Step 11-compare numbers to 20
• Step 2-Sort 3-D	• Step 12-Order numbers to 20
 snapes Step 3-Recognise and name 2-D shapes Step 4-Sort 2-D shapes Step 5-Patterns with 2-D and 3 	Not a Year 1 objective but helps to prepare for Year 2 if introduced now.
lG-2 Compose 2D and 3D	
shapes from smaller shapes to match an example, ncluding manipulating shapes to place them in	
particular orientations.	
 Step 1-Recognise and 	
name 3-D shapes	
•Step 2-Sort 3-D	
shapes	
•Step 3-Recognise and	
name 2-D shapes	
•Step 4-Sort 2-D	
snapes Stop 5 Dottomo with	
• Step 5-Patterns with	
2-D and 3-D shapes	



Spring Term	Weeks 1-3	Weeks 4-5	Week 6	Weeks 7-8	Weeks 9-10	Weeks 11-12
Domain	Addition and Subtraction (within 20)	Place Value (within 50)		Length and Height	Mass and Volume	Multiplication and Division
NC Objective	 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 1-digit and 2-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 Although formal algebraic notation is not introduced until Y6, algebraic thinking starts much earlier as exemplified by the 'missing number' objectives from Y1/2/3 	 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 Count to and across 100, forwards and backwards, beginning with zero 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 Read and write numbers from 1 to 20 in numerals and words 	ssments	 Compare, describe and solve practical problems for: lengths and heights Measure and begin to record the following: lengths and heights 	 Compare, describe and solve practical problems for: mass/weight capacity and volume Measure and begin to record the following: mass/weight capacity and volume 	* 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
	Step 1 Add by counting on within 20	Step 1 Count from 20 to 50	Se	Step 1 Compare lengths and heights	Step 1 Heavier and lighter	Step 1 Count in 2s
		Step 2 20, 30, 40 and 50	As	Step 2 Measure length using objects	Step2 Measure mass	Step 2 Count in 10s
	Step 2 Add ones using number bonds	Step 3 Count by making groups of tens	ĸ	Step 3 Measure length in centimetres	Step 3 Compare mass	Step 3 Count in 5s
	Step 3 Find and make number bonds to 20	Step 4 Groups of tens and ones	Ъ.		Step 4 Full and empty	Step 4 Recognise equal groups
	Step 4 Doubles	Step 3 Partition into tens and ones			Step5 Compare volume	Step 5 Add equal groups
		Step 6 The number line to 50			Step 2 Compare capacitu	Step 5 Make arrays
	Step 5 Near doubles	Step 7 Estimate on a number line to 50				
	Step 6 Subtract ones using number bonds	Step 8 1 more, 1 less				muke equal groups - grouping
Smaller						mane equal groups strang
Steps	Subtraction - counting back					
	Subtraction – finding the difference					
	Step 9 Related facts					
	Step 10 Missing number problems					

RTP's	 IAS-2 Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbols, and relate additive expressions and equations to real-life contexts Step 1-Add by counting on within 20 Step 6-Subtract ones using number bonds Step 7-Subtraction -counting back Step 8-Subtraction -finding the difference Step 10-Missing number problems 1NF-1 Develop fluency in addition and subtraction facts within 10 Step 2-Add ones using number bonds Step 6-Subtract ones using number bonds 	 INPV-1 Count within 100, forwards and backwards, starting with any number Step 1-Count from 20 to 50 Step 3-Count by making groups of tens INPV-2 Reason about the location of numbers to 20 within the linear number system, including comparing using <> and = Step 6-The number line to 50 Not a Year 1 objective but helps to prepare for Year 2 if introduced now. 		
-------	--	--	--	--

* <a>1NF-2 Count forwards and
backwards in multiples of 2, 5
and 10, up to 10 multiples,
beginning with any multiple, and
count forwards and backwards
through the odd numbers
• Step 1-Count in 2s
• Step 2-Count in 10s
• Step 2-Count in Ec
• Step 5-count in 5s



Summer Term	Weeks 1-2	Week 3	Week 4	Weeks 5-6	Week 7	Weeks 8-9
Domain	Fractions	Position and Direction	Money	Time		Place Value (within 100
NC Objective	 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 	* Describe position, direction and movement, including whole, half, quarter and three-quarter turns	* 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 Compare, describe and solve practical problems for time Measure and begin to record time 	Assessments	 Count to and across 100, forwards and backwards, beginning with zero or 1, or from any given number Count, read and write numbers to 100 in numerals count in multiples of twos, fives and tens Read and write numbers from 1 to 20 in numerals ar words Given a number, identify or 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
Smaller Steps (WRM)	Step 1 Recognise a holf of an object or a shape Step 2 Find a holf of an object or a shape Step 3 Recognise a holf of a quantity Step 4 Find a holf of a quantity Step 5 Recognise a quarter of an object or a shape Step 8 Find a quarter of an object or a shape Step 9 Recognise a quarter of a quantity Step 9 Find a quarter of a quantity Step 9 Find a quarter of a quantity Step 9 Find a quarter of a quantity	Describe teams Describe position - left and right Describe position - forwards and backwords Describe position - show and backw Describe position - show and backw Describe position - show and backw Onlined numbers	Unitsing Total Counting The counting of the counting	Before and after Days of the week Days of the week Hours, minutes and seconds Tell the time to the hour Tell the time to the holf hour	PiXL A	Step 1 Count from 50 to 100 Step 2 Tens to 100 Step 3 Partition into tens and ones Step 4 The number line to 100 Step 5 1 more, 1 less Step 5 Compare numbers with the same number of tens Step 7 Compare any two numbers
RTP's			 INF-2 Count forwards and backwards in multiples of 2, 5 and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers Step 4-Count in coins 			 * 1NPV-1 Count within 100, forwards and backwards, starting with any number • Step 1- Count from 50 100 * 1NF-2 Count forwards and backwards in multiples of 2, and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers. • Step 2-Tens to 100

