



YEAR 1 Medium Term Plan 2022-2023

Objectives highlighted in yellow are 'Ready to Progress criteria'

Autumn

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 10, forwards and backwards, beginning with zero or 1, or from any given number

- Compare numbers using and = signs

- Read and write numbers from 1 to 10 in numerals and words

1NPV-1 Count within 100, forwards and backwards, starting with any number.

1NPV-2 Reason about the location of numbers to 10 within the linear number system, including comparing using < > and =

Addition & Subtraction 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)

- Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs

1NF-1 Develop fluency in addition and subtraction facts within 10

1AS-1 Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers.

1AS-2 Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbols, and relate additive expressions and equations to real-life contexts.

Place Value within 20

1NPV-2 Reason about the location of numbers to 20 within the linear number system, including comparing using < > and =

- count to 20, forwards and backwards, beginning with 0 or 1, or from any given number

- read and write numbers from 1 to 20 in numerals and words

- given a number, identify one more and one less

Shape

- 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]

1G-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.

1G-2 Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations.