

AUTUMN		MATHS MEDIUM TERM		CLASS 1
Week	Domain	Reception	Year 1	Year 2
1	Number & Place Value	Counts reliably with numbers from 1 to 20	Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. 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 in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward Recognise the place value of each digit in a two-digit number (tens, ones) Use place value and number facts to solve problems
2	Addition	Using quantities and objects add two single-digit numbers and count on or back to find the answer. Represent and use number bonds and related subtraction facts within 10 Solves addition problems	Read, write and interpret mathematical statements involving addition (+) and equals (=) signs Represent and use number bonds and related subtraction facts within 20 Solve one-step problems that involve addition using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$.	Recall and use addition facts to 20 fluently, and derive and use related facts up to 100 Add numbers using concrete objects, pictorial representations, and mentally, including: <ul style="list-style-type: none"> a 2-digit number and ones
3	Subtraction	Using quantities and objects subtract two single-digit numbers and count on or back to find the answer. Solves subtraction problems	Read, write and interpret mathematical statements involving subtraction (-) and equals (=) signs Solve one-step problems that involve subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$.	Recall and use subtraction facts to 20 fluently, and derive and use related facts up to 100 Subtract numbers using concrete objects, pictorial representations, and mentally, including: <ul style="list-style-type: none"> a 2-digit number and ones
4	Multiplication	Solves problems, including doubling, halving and sharing.	Solve one-step problems involving multiplication by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.	Calculate mathematical statements for multiplication within the multiplication tables and write them using the multiplication (x), and equals (=) signs Solve problems involving multiplication, using materials, arrays, repeated addition, mental methods, and multiplication facts, including problems in contexts. (2,5,10 x tables)
5	Division	Solves problems, including doubling, halving and sharing.	Solve one-step problems involving division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.	Calculate mathematical statements for division within the multiplication tables and write them using the division (\div) and equals (=) signs Solve problems involving division, using materials, arrays, , mental methods, and multiplication and division facts, including problems in contexts.
6	Fractions	Solves problems, including doubling, halving and sharing.	Recognise, find and name a half as one of two equal parts of an object, shape or quantity	Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity

Week	Domain	EYFS	Year 1	Year 2
7	Money	Uses everyday language to talk about money.	Recognise and know the value of different denominations of coins and notes	Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
8	Time	Uses everyday language to talk about time. Compares quantities and objects to solve problems.	Compare, describe and solve practical problems for: <ul style="list-style-type: none"> time [eg quicker, slower, earlier] Measure and begin to record the following: <ul style="list-style-type: none"> time (hours, minutes, seconds) Sequence events in chronological order using language [eg 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 and sequence intervals of time Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times Know the number of minutes in an hour and the number of hours in a day.
9	Measurement	Uses everyday language to talk about size and distance. Compares quantities and objects to solve problems.	Compare, describe and solve practical problems for: <ul style="list-style-type: none"> lengths and heights [eg long/short, longer/shorter, tall/short, Measure and begin to record the following: <ul style="list-style-type: none"> lengths and heights 	Choose and use appropriate standard units to estimate and measure: length/height in any direction (m/cm); to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels Compare and order lengths
10	Geometry – Shape	Explores characteristics of everyday objects and shapes and use mathematical language to describe them.	Recognise and name common 2-D shapes, including: <ul style="list-style-type: none"> 2-D shapes [eg, rectangles (including squares), circles and triangles] 	Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line
11	Geometry – Position & Direction	Recognises, create and describe patterns Uses everyday language to talk about position	Describe position, direction and movement, including whole, half, quarter and three-quarter turns.	Order and arrange combinations of mathematical objects in patterns and sequences
12	Statistics			Interpret and construct simple pictograms, tally charts, block diagrams and simple tables

SPRING		MATHS MEDIUM TERM			CLASS 1
Week	Domain	EYFS	Year 1	Year 2	
1	Number & Place Value	Says which number is one more or one less than a given number	Given a number, identify one more and one less Read and write numbers from 1 to 20 in numerals and words. Use place value and number facts to solve problems	Compare and order numbers from 0 up to 100; use <, > and = signs Read and write numbers to at least 100 in numerals and in words Use place value and number facts to solve problems	
2	Addition	Solves problems, including doubling	Add one-digit and two-digit numbers to 20, including zero Solve one-step problems that involve addition using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$.	Add numbers using concrete objects, pictorial representations, and mentally, including: <ul style="list-style-type: none"> a 2-digit number and tens Show that addition of two numbers can be done in any order (commutative) Solve problems with addition: using concrete objects and pictorial representations, including those involving numbers, quantities and measures Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.	
3	Subtraction	Solves problems, including halving	Subtract one-digit and two-digit numbers to 20, including zero Solve one-step problems that involve subtraction using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$.	Subtract numbers using concrete objects, pictorial representations, and mentally, including: <ul style="list-style-type: none"> a 2-digit number and tens Solve problems with subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.	
4	Multiplication	Solves problems, including doubling, halving and sharing.	Solve one-step problems involving multiplication by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.	Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot Solve problems involving multiplication, using materials, arrays, repeated addition, mental methods, and multiplication facts, including problems in contexts. (2.5.10 x tables)	
5	Division	Solves problems, including doubling, halving and sharing.	Solve one-step problems involving division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.	Calculate mathematical statements for division within the multiplication tables and write them using the, division (\div) and equals (=) signs Solve problems involving division, using materials, arrays, repeated addition, mental methods, and multiplication facts, including problems in contexts. (2.5.10 x tables)	

Week	Domain	EYFS	Year 1	Year 2
6	Fractions	Solves problems, including doubling, halving and sharing.	Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.	Write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$. Solve problems that involve all of the above.
7	Money	Compares quantities and objects to solve problems.	Recognise and know the value of different denominations of coins and notes	Find different combinations of coins that equal the same amounts of money Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
8	Measurement	Uses everyday language to talk about size, weight and distance. Compares quantities and objects to solve problems.	Compare, describe and solve practical problems for: <ul style="list-style-type: none"> lengths and heights [eg long/short, longer/shorter, tall/short, mass/weight [eg heavy/light, heavier than, lighter than] Measure and begin to record the following: <ul style="list-style-type: none"> lengths and heights mass/weight 	Choose and use appropriate standard units to estimate and measure: mass (kg/g); to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels Compare and order mass and record the results using >, < and =
9	Geometry – Shape	Explores characteristics of everyday objects and shapes and use mathematical language to describe them.	Recognise and name common 3-D shapes, including: <ul style="list-style-type: none"> 3-D shapes [eg cuboids (including cubes), pyramids and spheres]. 	Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces Identify 2-D shapes on the surface of 3-D shapes [for example, a circle on a cylinder and a triangle on a pyramid] Compare and sort common 2-D and 3-D shapes and everyday objects.
10	Geometry – Position & Direction	Recognises, create and describe patterns Uses everyday language to talk about position	Describe position, direction and movement, including whole, half, quarter and three-quarter turns.	Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).
11	Statistics			Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity
12	Revision			

SUMMER		MATHS MEDIUM TERM		CLASS 1
Week	Domain	EYFS	Year 1	Year 2
1	Number & Place Value	Places numbers from 1 – 20 in order	Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens Use place value and number facts to solve problems	Identify, represent and estimate numbers using different representations, including the number line Round any number to the nearest 10 Use place value and number facts to solve problems
2	Addition	Solves problems, including doubling	Add one-digit and two-digit numbers to 20, including zero Solve one-step problems that involve addition using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$.	Add numbers using concrete objects, pictorial representations, and mentally, including: <ul style="list-style-type: none"> • 2 2-digit numbers Solve problems with addition: using concrete objects and pictorial representations, including those involving numbers, quantities and measures Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.
3	Subtraction	Solves problems, including halving	Subtract one-digit and two-digit numbers to 20, including zero Solve one-step problems that involve subtraction using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$.	Subtract numbers using concrete objects, pictorial representations, and mentally, including: <ul style="list-style-type: none"> • 2 2-digit numbers Solve problems with subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.
4	Multiplication	Solves problems, including doubling, halving and sharing.	Solve one-step problems involving multiplication by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.	Solve problems involving multiplication, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts. (2,5,10 x tables)
5	Division	Solves problems, including doubling, halving and sharing.	Solve one-step problems involving division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.	Solve problems involving division, using materials, arrays, repeated addition, mental methods and division facts, including problems in contexts. (2,5,10 x tables)

Week	Domain	EYFS	Year 1	Year 2
6	Fractions	Solves problems, including doubling, halving and sharing.	Solve problems that involve fractions.	Add and subtract fractions with the same denominator within one whole [for example, $1/3 + 1/3$] Solve problems
7	Money	Compares quantities and objects to solve problems.	Recognise and know the value of different denominations of coins and notes	Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
8	Measurement	Uses everyday language to talk about capacity Compares quantities and objects to solve problems.	Compare, describe and solve practical problems for: <ul style="list-style-type: none"> capacity and volume [eg full/empty, more than, less than, half, half full, quarter] Measure and begin to record the following: <ul style="list-style-type: none"> capacity and volume 	Choose and use appropriate standard units to estimate and measure: <ul style="list-style-type: none"> temperature ($^{\circ}\text{C}$); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels Compare and order, volume/capacity and record the results using $>$, $<$ and $=$
9	Geometry – Shape	Explores characteristics of everyday objects and shapes and use mathematical language to describe them.	Recognise and name common 2-D and 3-D shapes, including: <ul style="list-style-type: none"> 2-D shapes [eg, rectangles (including squares), circles and triangles] 3-D shapes [eg cuboids (including cubes), pyramids and spheres]. 	Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces Identify 2-D shapes on the surface of 3-D shapes [for example, a circle on a cylinder and a triangle on a pyramid] Compare and sort common 2-D and 3-D shapes and everyday objects.
10	Geometry – Position & Direction	Recognises, create and describe patterns Uses everyday language to talk about position	Describe position, direction and movement, including whole, half, quarter and three-quarter turns.	Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).
11	Statistics			Ask and answer questions about totalling and comparing categorical data.
12	Revision			