



Framework objectives:

Unit 1 - Multiplication and division

- 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
- 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

Unit 2 - Fractions

- recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity
- recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity

Unit 3 - Position and movement

- describe position, direction and movement, including whole, half, quarter and three-quarter turns

Unit 4 - Place Value

- 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
- identify numbers shown in different representations

Unit 5 - Measure (Money and Time)

- 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

Vocabulary:

Equal groups, arrays, share, addition, fraction, half, quarter, full turn, half turn, quarter turn, three quarter turn, tens, ones, penny, pound, value, 0 clock, half past, hands, clock

Tasks/activities informed by National Curriculum:

Unit 1 - Multiplication and division

- Make equal groups of objects
- Show these equal groups as a repeated addition number sentence
- Build arrays to help us solve repeated addition number sentences
- Share a set number of counters into equal groups
- Share fairly into a set number of groups

Unit 2 - Fractions

- Understand what a half is, and use this knowledge to find half of objects and shapes
- Use this knowledge of finding half of shapes, and apply to finding half of amounts of counters
- Understand what a quarter is, and use to find a quarter of shapes
- Apply this knowledge to find a quarter of an amount of counters

Unit 3 - Position and movement

- Understand and use whole, half, quarter and three quarter turns to direct themselves or a partner
- Build on this by adding in direction to direct themselves, a partner, or beebots

Unit 4 - Place Value

- Build on previous work by describing place value of numbers 50- 100
- Order, compare and use these numbers to add/subtract

Unit 5 - Measure

- Begin to identify and match coins and notes to their value.
- Build skills to be able to read a clock to 0 clock and half past times.

Online Resources

<https://www.bbc.co.uk/teach/supermovers/ks1-maths-collection/z6v4scw>

<https://www.topmarks.co.uk/maths-games/hit-the-button>

<https://whiterosemaths.com/homelearning/year-1/>

<https://www.topmarks.co.uk/maths-games/daily10>