



Northwick Park Academy Trust Maths Long Term Plan Overview



	Autumn		Spring		Summer	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Place Value Counting, reading, writing numbers to 10 Order and compare numbers to 10 One more and one less to 10 Ordinal numbers Position and Direction Use the language of position and direction.	Place Value Partition numbers to 10 Addition and subtraction Addition and subtraction facts within 10 Reading and writing equations Addition and subtraction of one- digit numbers Commutative law Inverse within 10 Geometry Recognise and name common 2-D	Place Value Counting, reading, writing numbers to 20 Order and compare numbers to 20 One more and one less to 20 Use of <> and =. Measures Compare, describe and solve practical problems for lengths/heights/weights/capacity Measure and begin to record lengths and heights, mass/weight, capacity and volume	Number Number bonds within 20 Add and subtract to 20 One-step problems that involve addition and subtraction Money Recognise value of different coins and notes Fractions Half and quarter	Place Value Odd and even numbers Multiplication and Division Counting in steps of 2, 5 and 10 One-step problems - multiplication and division Time Sequence events Days of the week and months of the year. Time – o'clock and half past Geometry Recognise and name 3-D shapes Making 2D and 3D shapes	Place Value Counting within 100 Read and write numbers to 100 Numbers to 20 in words Place Value – partitioning of two digit numbers Position and Direction Whole, half, quarter and three quarter turns. Time Practical problems for time Measure and begin to record time





Northwick Park Academy Trust Maths Long Term Plan Overview



Place Value Read, write, compare and order numbers to at least 100 Use <, > and = signs

Use <, > and = signs
Partitioning two digit numbers

Mental calculations

Addition and subtraction facts within 10
Add and subtract across 10.
Commutative law
Add and subtract numbers using concrete objects, pictorial representations, and mentally, Doubles and halves to 20

Geometry

Name common 2D and 3D Describe their properties

Multiplication and Division

Count in steps of 2, 3 and 5 Multiplication and division facts for the 2, 5 and 10 multiplication tables

Odd and even numbers.

Addition and subtraction
Addition and subtraction facts to

Solve problems with addition and subtraction

number within 100 Add and subtract ones or tens to/from a two-digit number. Solve problems with addition and subtraction

Add and subtract a one-digit

Money

Use symbols for pounds (£) and pence (p); Combine amounts Find different combinations Solve simple problems

Multiplication and Division

Repeated addition Grouping Commutative law Solve problems

Fractions

1/3, ¼, 2/4 and ¾ of a length, shape, set of objects or quantity Write simple fractions Recognise the equivalence of 2/4 and 1/2

Time

Sequence intervals of time. Quarter past/to the hour Number of minutes in an hour and the number of hours in a day

Number

Addition and subtraction facts to 20 fluently, and derive and use related facts up to 100

Number

Count in tens from any number Read and write numbers to at least 100 in words Add and subtract any two-digit numbers. Subtraction as difference

Subtraction as difference Inverse for checking and missing numbers

Estimating numbers
Solve problems with addition and subtraction

Patterns and sequences

Order and arrange combinations of mathematical objects in patterns and sequences

Statistics

Pictograms, tally charts, block diagrams and simple tables Ask and answer simple questions Ask and answer questions about totalling and comparing

Measures

Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml)
Compare and order lengths, mass, volume/capacity
Read scales

Number

Addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 Solve problems with addition and subtraction involving numbers, quantities and measures

Geometry

Precise language to describe the properties of 2D and 3D shapes, Compare shapes.

Position and Direction

Describe position, direction and movement, including movement in a straight line Describe rotation as a turn

ear 2