Mathematics – Mathematics (Specific Area)					
Maths is learning about numbers, shapes, patterns, quantity and space					
Links to Aspiration 4					
To confidently use a range of	rools and skills to create something out of wood.				
Early Learning Goal What this looks like a Weeke Primary		Future learning in Year 1			
ELG: Number Have a deep understanding of number to 10, including the composition of each number	<ul> <li>Teacher Inputs <ul> <li>Daily maths inputs using 'Mastering Number' programme</li> <li>Weekly small group input once session has been taught, e.gmaking fruit kebabs – the children can put 5 pieces of fruit onto their kebab and then say a sentence - "I have 3 strawberries and 2 bananas."</li> </ul> </li> <li>With the input of the i</li></ul>	Year 1 National Curriculum: Number and Place Value - count to and across 100, forwards and backwards, beginning with 0 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 - 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 - read and write numbers from 1			
	<ul> <li>Iens trame – Summer term children selt-register on 10s trame</li> <li>Foam tens frames</li> <li>Rekenreks – 5 and a bit strategy, 1 push 7 (Children need to know 7 is made of 5 and 2)</li> <li>Double sided counters with 5 frame and 10s frame</li> </ul>	to 20 in numerals and words. Addition and subtraction - read, write and interpret mathematical statements			

	<ul> <li>Number blocks</li> <li>Section 2000</li> <li>Number blocks</li> <li>Section 2000</li> <li>Sec</li></ul>	involving addition (+), subtraction (-) and equals (=) signs - represent and use number bonds and related subtraction facts within 20 - add and subtract one-digit and two-digit numbers to 20, including zero - solve one-step problems that involve addition and subtraction, using concrete
	<ul> <li>Self-registration</li> <li>Maths shelves (resources are added to shelves as we teach the children how to use them) – 5 frames, hand picture (represent 5), 10s frames, double sided counters, dice, Rekenreks</li> </ul>	objects and pictorial representations, and missing number problems such as $7 = -9$ .
	• Key vocab display in matrix drea using widgits $ \begin{array}{c}                                     $	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. Fractions
<b>ELG: Number</b> Subitise (recognise quantities without counting) up to 5	<ul> <li>Teacher Inputs</li> <li>Daily maths inputs using 'Mastering Number' programme</li> <li>Weekly small group input once session has been taught, e.g. snap subitisng games, covering a small collection of counting bear and getting the children to use fast eyes to say how many there are.</li> <li>Slow, structured approach – start by subitising 1 then 2 gradually building so all children are confident - "I know that's 3 because I can see 2 and 1."</li> </ul>	<ul> <li>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.</li> </ul>
	<ul> <li>Strategies, routine and resources</li> <li>Fast fingers – children look at a collection of dots and show how many they see on their fingers.</li> <li>Elash cards – different groups of objects as well as dot grrangements.</li> </ul>	Teacher Inputs, strategies and resources Daily maths sessions following White Rose
	<ul> <li>Thumbs up, thumbs down – 3 or not 3.</li> <li>Challenging children with – "How do you know it's?"</li> <li>Show same amount of dots but in different arrangements, asking the children what is the same and what is different.</li> </ul>	Daily 'Mastering Number' sessions in addition to maths sessions

	<ul> <li>We show the children dot pattern with different dots, still asking them how many they see and how do you know.</li> <li>Number blocks</li> </ul>	Stem sentences/ speaking frames used
	Key vocab display in maths area using widgits     Continuous Provision	10s frame forms basis of curriculum plus '5 and a bit' strategy
	<ul> <li>White Rose 1 minute maths</li> <li>Track games using dice. Dice not always traditional dot arrangement</li> <li>Dominos game</li> <li>Skittles – children have to guick say how many they have knocked down</li> </ul>	Teen numbers introduced – '10 and a bit' strategy
	<ul> <li>Subitising/number hunts in the outside area</li> <li>Subitising/number hunts in the outside area</li> <li>Image: Subitising and the outside area</li> <li>Image: Subitising and the outside area</li> <li>Image: Subitising and the outside area</li> </ul>	Subitising games used within sessions
		Rekenreks continued to be used as resource and visual
		Use of fingers
		Foam 10s frame and counters
		Number blocks
ELG: Number Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including doubles facts.	<ul> <li>Teacher Inputs</li> <li>Stem sentences taught through composition sessions – The whole is 5 and the parts are 3 and 2. 5 is made of 3 and 2 and 3 and 2 make 5.</li> <li>Stem sentence for double – I know 8 is a double because 4 and 4 make 8 and 8 is made of 4 and 4. Use hand actions when saying sentence.</li> <li>Use of number blocks through teaching sessions.</li> </ul>	Numicon
		Number lines
		Compare bears
	<ul> <li>Using Hungarian frame (5 dice) to look at composition to 5 until fluent</li> <li>Using Rekenreks to practise until fluent</li> </ul>	
	<ul> <li>Strategies, routine and resources</li> <li>Tidying away resources – I have utp 3 pencils away how many more do I need to make 5?</li> <li>In PE get into groups of 5, the children make 4, ask how many more do you need to make 5?</li> <li>Sing songs about 5 until they are fluent</li> </ul>	
	<ul> <li>Continuous Provision</li> <li>Dominos – recognising doubles when playing</li> <li>Using Number blocks</li> <li>Playing track games</li> </ul>	

ELG: Numerical Patterns       Teacher Inputs         Verbally count beyond 20, recognising the pattern of the counting system       Daily maths inputs using 'Mastering Number' programme         • Weekly small group input once session has been tought, e.g. put a collection of objects out and ask the children to count how many. Ask them to think about where that number is in the number system. e.g. what is next 3?         • Discrete teaching on teens and ty – 13 and 30.         • Counting how many sounds you can here each day         • Count the words of the school lunches – How many reds? How many greens?         • Sinclegies, rouline and resources         • Number blocks         • Count the school lunches – How many reds? How many greens?         • Count the school lunches – How many reds? How many greens?         • Daily redided reading – Can you that the pages 6 and 7?         • PE – Can you get into a group of 4?         • Daily colendar – whor's the next date?         • Tadying up – Can you pick up 5 blocks and put them away?         Continuous Provision         • Maths shelves – counters, cubes, counting bears, Numicon, ice trays for 1:1 counting, track greens         • Key vocab display in maths area using widgits         • Book corner – 10 Lifte Superiner's, 10 Liftle Pirales, One is a Crab, How many leages of quantifies of resources – 5 pencils, 3 uler. Numbers are displayed in a variety of ways – Numicon, numeril, a variety of ways – Numicon, numeril, a variety of ways – Numicon, numeril, a variety of ways – Numicon, num			
Strategies, routine and resources         • Number blocks         • Count thow many children are here each day         • Count the school lunches – How many reds? How many greens?         • Singing – 1, 2, 3, 4, 5 once I caught a fish alive, zero, zero superhero         • Outing guided reading – Can you turn to pages 6 and 7?         • PE – Can you geit into a group of 4?         • Daily calendar – what's the next date?         • Tidying up – Can you pict to a group of 4?         • Daily calendar – what's the next date?         • Moths shelves – counters, cubes, counting bears, Numicon, ice trays for 1:1 counting, track games         • Key vacab display in maths area using widgits         • Book corner – 10 Utitle Superhero's, 10 Little Pirates, One is a Crab, How many legs?, Dogs love counting         • Labelide dost of shelves of quantities of resources – 5 pencils, 3 ruler. Numbers are displayed in a variety of ways – Numicon, numeral, number blocks         • Make own number lines with felt and wooden numbers         • Looking at the numbers on the clock         • Rulers         • Rulers         • Euci Numerical Patherns         • ElcS: Numerical Patherns         Teacher Inputs	<b>ELG: Numerical Patterns</b> Verbally count beyond 20, recognising the pattern of the counting system	<ul> <li>Teacher Inputs</li> <li>Daily maths inputs using 'Mastering Number' programme</li> <li>Weekly small group input once session has been taught, e.g. put a collection of objects out and ask the children to count how many. Ask them to think about where that number is in the number system, e.g. what is next 3?</li> <li>Discrete teaching on teens and ty – 13 and 30.</li> <li>Counting how many sounds you can hear. How many beat on the drum?</li> </ul>	
<ul> <li>Looking at the numbers on the clock</li> <li>Rulers</li> <li>Ruley</li> <li>ELG: Numerical Patterns</li> </ul>		<ul> <li>Strategies, routine and resources <ul> <li>Number blocks</li> <li>Count how many children are here each day</li> <li>Count the school lunches – How many reds? How many greens?</li> <li>Singing – 1, 2, 3, 4, 5 once I caught a fish alive, zero, zero superhero</li> <li>Counting how many children are in the line at the end of playtime</li> <li>During guided reading – Can you turn to pages 6 and 7?</li> <li>PE – Can you get into a group of 4?</li> <li>Daily calendar – what's the next date?</li> <li>Tidying up – Can you pick up 5 blocks and put them away?</li> </ul> </li> <li>Continuous Provision <ul> <li>Maths shelves – counters, cubes, counting bears, Numicon, ice trays for 1:1 counting, track games</li> <li>Key vocab display in maths area using widgits</li> <li>Book corner – 10 Little Superhero's, 10 Little Pirates, One is a Crab, How many legs?, Dogs love counting</li> <li>Labelled pots of shelves of quantities of resources – 5 pencils, 3 ruler. Numbers are displayed in a variety of ways – Numicon, numeral, number blocks</li> <li>Make own number lines with felt and wooden numbers</li> </ul> </li> </ul>	
<ul> <li>Compare quantities up to 10 in different contexts, recognising</li> <li>Daily maths inputs using 'Mastering Number' programme</li> <li>Weekly small group input once session has been taught, e.g. two children take</li> <li>a handful of cubes. Who has more? Who has fewer? – "Ranha has more than</li> </ul>	<b>ELG: Numerical Patterns</b> Compare quantities up to 10 in different contexts, recognising when one quantity is greater	<ul> <li>Make own number lines with fell and wooden numbers</li> <li>Looking at the numbers on the clock</li> <li>Rulers</li> <li>Image: Construction of the clock of the number of th</li></ul>	

than, less than or the same as the other quantity	<ul> <li>Science/Maths pictograms – comparing eye colour or favourite ice cream.</li> <li>Games in PE – are there more saucers or mountains</li> </ul>	
	Strategies, routine and resources	
	<ul> <li>Compare lunches each day – "There are more reds than green", "There are fewer greens than red."</li> </ul>	
	Continuous Provision	
	Key vocab displayed in maths area using widgits	
	<ul> <li>Skittles – who has knocked over more?</li> </ul>	
	When playing games and recording results using tally charts, children can	
	compare who has more/fewer.	
ELG: Numerical Patterns	Teacher Inputs	
Explore and represent patterns	<ul> <li>Daily maths inputs using 'Mastering Number' programme</li> </ul>	
within numbers up to 10, including	<ul> <li>Use of Number blocks for odds and evens – flat tops and chimneys</li> </ul>	
evens and odds, double facts	<ul> <li>Use of fingers and stem sentences as well as Rekenreks for doubling facts</li> </ul>	
and how quantities can be	<ul> <li>Physically modelling sharing items equally – have they been fairly distributed?</li> </ul>	
distributed equally	E.g. setting up a picnic	
	• Strategies routine and resources	
	• Civing out resources /fruit/stickers to groups of children is there analyse? Does	
	• Giving our resources/indi/sinckers to groups of children – is mere enoughty Does everyone have the same? How can we make it fair?	
	<ul> <li>In PE when aetting into pairs – does everyone have a partner? IS there an even</li> </ul>	
	or odd number of children?	
	Continuous Provision	
	Picnic blanket in the role play area	
	<ul> <li>Numicon and Number blocks on maths shelves</li> </ul>	
	Pairs of socks in role play area	