



# Holy Family Catholic Primary School

## Year 1/2 Maths Long Term Plan and Autumn Term Overview

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
<b>Autumn term</b>	Number <b>Place value (within 10)</b> VIEW					Number <b>Addition and subtraction (within 10)</b> VIEW					Geometry <b>Shape</b> VIEW	Consolidation
<b>Autumn term</b>	Number <b>Place value</b> VIEW				Number <b>Addition and subtraction</b> VIEW				Geometry <b>Shape</b> VIEW			
<b>Spring term</b>	Number <b>Place value (within 20)</b> VIEW		Number <b>Addition and subtraction (within 20)</b> VIEW		Number <b>Place value (within 50)</b> VIEW		Measurement <b>Length and height</b> VIEW		Measurement <b>Mass and volume</b> VIEW			
<b>Spring term</b>	Measurement <b>Money</b> VIEW	Number <b>Multiplication and division</b> VIEW				Measurement <b>Length and height</b> VIEW		Measurement <b>Mass, capacity and temperature</b> VIEW				
<b>Summer term</b>	Number <b>Multiplication and division</b> VIEW		Number <b>Fractions</b> VIEW		Geometry <b>Position and direction</b> VIEW	Number <b>Place value (within 100)</b> VIEW		Measurement <b>Money</b> VIEW	Measurement <b>Time</b> VIEW		Consolidation	
<b>Summer term</b>	Statistics VIEW	Number <b>Fractions</b> VIEW			Geometry <b>Position and direction</b> VIEW		Problem solving		Measurement <b>Time</b> VIEW			



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Year 1/2 – Autumn Term					
Number: Place Value		Number: Addition and Subtraction		Geometry: Shape	
Year 1	Year 2	Year 1	Year 2	Year 1	Year 2
<p>Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</p> <p>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</p> <p><i>Compare numbers using &lt;, &gt; and + signs</i></p> <p>Read and write numbers from 1 to 20 in numerals and words</p>	<p>Read and write numbers from 1 to 20 in numerals and words (Y1)</p> <p>Read and write numbers to at least 100 in numerals and in words</p> <p>Identify, represent and estimate numbers using different representations including the number line</p> <p>Count in steps of 2, 3 and 5 from 0, and in tens from any number, forwards and backwards</p> <p>Recognise the place value of each digit in a two digit number (tens, ones)</p> <p>Compare and order numbers from ) up to 100; use &lt; &gt; and = signs</p> <p>Use place value and number facts to solve problems</p>	<p>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</p> <p>Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs</p> <p>Represent and use number bonds and related subtraction facts within 10</p> <p>Add and subtract one-digit and two-digit numbers to 10, including zero</p>	<p>Represent and use number bonds and related facts within 20 (Y1)</p> <p>Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100</p> <p>Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:</p> <ul style="list-style-type: none"> <li>• a two-digit number and ones</li> <li>• a two-digit number and tens</li> <li>• two two-digit numbers</li> <li>• adding three one-digit numbers</li> </ul> <p>Compare and order numbers from ) up to 100; use &lt; &gt; and = signs</p>	<p>Recognise and name common 2-D, including:</p> <ul style="list-style-type: none"> <li>• 2D shapes [for example, rectangles (including squares), circles and triangles]</li> </ul> <p>3-D shapes, including [for example, cuboids (including cubes), pyramids and spheres].</p>	<p>Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line</p> <p>Compare and sort common 2-D and 3-D shapes and everyday objects.</p> <p>Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces</p> <p>Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]</p>