



Long Term Framework

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	Geometry: Shape		Number: Place Value (within 10)				Number: Addition and Subtraction (within 10) (including Measurement: Money)			Measurement: Time (including position and direction)		
Spring	Autumn Term Progress Check Priority Objectives	Number: Place Value (within 20)	Number: Addition and Subtraction (within 20) (including Measurement: Money)			Measurement: Length and Height Measurement: Weight and Volume		Number: Place Value (within 50) (Multiples of 2, 5 and 10 to be included)				
Summer	Spring Term Progress Check Priority Objectives	Number: Multiplication and Division (Reinforce multiples of 2, 5 and 10 to be included and (including Measurement: Money)				Number: Fractions		Number: Place Value (within 100)		Geometry: Shape		Measurement: Time (including position and direction)



Year 1 – Autumn Term

Weeks 1 & 2	Weeks 3-6	Weeks 7 - 10	Weeks 11 & 12
<p>Geometry: Shape</p> <p>1G1a 1.2.1 Recognise common 2-D shapes in different orientations and sizes i.e. including rectangles (including squares), circles and triangles</p> <p>1G1a 1.2.2 Name common 2-D shapes in different orientations and sizes i.e. including rectangles (including squares), circles and triangles (^)</p> <p>1G1b 1.2.3 Recognise and name common 3-D shapes in different orientations and sizes i.e. including cuboids (including cubes), pyramids and spheres</p> <p>1.4.2 Recognise and create simple repeating patterns with objects and shapes (+)</p>	<p>Number: Place Value (within 10)</p> <p>N.C. CONTENT DOMAIN 1N1a 1.1.a.1 Count to <u>ten</u>, forwards and backwards, beginning with 0 or 1 or from any given number.</p> <p>N.C. CONTENT DOMAIN 1N2a 1.1.b.1 Count, read and write numbers to <u>10</u> in numerals and words.</p> <p>N.C. CONTENT DOMAIN 1N2b 1.1.a.2 Given a number, identify one more and one less</p> <p>N.C. CONTENT DOMAIN 1N4 1.1.b.3 Identify and represent numbers using objects and pictorial representations including the number line (^)</p> <p>N.C. CONTENT DOMAIN 1N4 1.1.c.1 Use the language of: equal to, more than, less than (fewer), most, least (^)</p>	<p>Number: Addition and Subtraction (within 10)</p> <p>N.C. CONTENT DOMAIN 1C1 1.2.a.1 Represent and use number bonds and related subtraction facts <u>within 10</u></p> <p>N.C. CONTENT DOMAIN 1C2b 1.2.e.1 Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs</p> <p>N.C. CONTENT DOMAIN 1C2a 1.2.b.1 Add and subtract one- and two-digit numbers to <u>10</u>, including zero (including mentally)</p> <p>N.C. CONTENT DOMAIN 1C4 1.2.c.1 Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$</p> <p>Measurement: Money</p> <p>N.C. CONTENT DOMAIN 1M4a 1.1.3 Recognise and know the value of different denominations of coins and notes</p>	<p>Measurement: Time (including Geometry: Position and Direction)</p> <p>N.C. CONTENT DOMAIN 1M4b 1.1.1 Sequence events in chronological order using language</p> <p>N.C. CONTENT DOMAIN 1M4c 1.1.2 Recognise and use language relating to dates, including days of the week, weeks, months and years</p> <p>N.C. CONTENT DOMAIN 1M4a 1.2.1 Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times</p> <p>N.C. CONTENT DOMAIN 1M2 1.2.2 Measure and begin to record time (hours, minutes, seconds) (^)</p> <p>N.C. CONTENT DOMAIN 1M1 1.3.1 Compare, describe and solve practical problems for time (^)</p> <p>Geometry: Position and Direction</p> <p>N.C. CONTENT DOMAIN 1P2 1.5.1 Describe movement in straight lines using everyday language and describe turns, including half, quarter and three-quarter turns in both directions and connect turning clockwise with movement on a clock face (+)</p>



Year 1 – Spring Term

Week 1	Weeks 2 & 3	Weeks 4 - 7	Weeks 8 -10	Weeks 11 & 12
<p>ADD Autumn Term Progress Check Priority Objectives</p>	<p>Number: Place Value (within 20) N.C. CONTENT DOMAIN 1N1a 1.1.a.1 Count to <u>twenty</u>, forwards and backwards, beginning with 0 or 1 or from any given number.</p> <p>N.C. CONTENT DOMAIN 1N2a 1.1.b.1 Count, read and write numbers to <u>20</u> in numerals and words.</p> <p>N.C. CONTENT DOMAIN 1N2b 1.1.a.2 Given a number, identify one more and one less</p> <p>N.C. CONTENT DOMAIN 1N4 1.1.b.3 Identify and represent numbers using objects and pictorial representations including the number line (^)</p> <p>N.C. CONTENT DOMAIN 1N4 1.1.c.1 Use the language of: equal to, more than, less than (fewer), most, least (^)</p>	<p>Number: Addition and Subtraction (within 20) (including Measurement: Money)</p> <p>N.C. CONTENT DOMAIN 1C1 1.2.a.1 Represent and use number bonds and related subtraction facts <u>within 20</u></p> <p>N.C. CONTENT DOMAIN 1C2b 1.2.e.1 Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs</p> <p>N.C. CONTENT DOMAIN 1C2a 1.2.b.1 Add and subtract one- and two-digit numbers <u>to 20</u>, including zero (including mentally)</p> <p>N.C. CONTENT DOMAIN 1C4 1.2.c.1 Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$</p> <p>Measurement: Money</p> <p>N.C. CONTENT DOMAIN 1M4a 1.1.3 Recognise and know the value of different denominations of coins and notes</p>	<p>Measurement: Length and Height Measurement: Weight and Volume</p> <p>N.C. CONTENT DOMAIN 1M2 1.2.3 Measure and begin to record lengths and heights, mass/weight</p> <p>N.C. CONTENT DOMAIN 1M1 1.3.3 Compare, describe and solve practical problems for lengths and heights, mass or weight</p>	<p>Number: Place Value (within 50) (Multiples of 2, 5 and 10 to be included)</p> <p>N.C. CONTENT DOMAIN 1N1a 1.1.a.1 Count to <u>fifty</u>, forwards and backwards, beginning with 0 or 1 or from any given number.</p> <p>N.C. CONTENT DOMAIN 1N2a 1.1.b.1 Read and write numbers to <u>50</u> in numerals (^)</p> <p>N.C. CONTENT DOMAIN 1N2b 1.1.a.2 Given a number, identify one more and one less</p> <p>N.C. CONTENT DOMAIN 1N4 1.1.b.3 Identify and represent numbers using objects and pictorial representations including the number line (^)</p> <p>N.C. CONTENT DOMAIN 1N4 1.1.c.1 Use the language of: equal to, more than, less than (fewer), most, least (^)</p> <p>N.C. CONTENT DOMAIN 1N1b 1.1.a.3 Count in multiples of <u>twos, fives and tens</u> (^)</p>



Year 1 – Summer Term

Week 1	Weeks 2 - 5	Weeks 6 & 7	Weeks 8 & 9	Week 10	Weeks 11 & 12
<p>ADD Spring Term Progress Check Priority Objectives</p>	<p>Number: Multiplication and Division (Reinforce multiples of 2, 5 and 10 to be included and (including Measurement: Money)</p> <p>N.C. CONTENT DOMAIN 1N1b 1.1.a.3 Count in multiples of twos, fives and tens (^) N.C. CONTENT DOMAIN 1C8 1.2.c.2 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</p> <p>Measurement: Money</p> <p>N.C. CONTENT DOMAIN 1M4a 1.1.3 Recognise and know the value of different denominations of coins and notes</p>	<p>Number: Fractions (including Measurement: L,H,V,W)</p> <p>N.C. CONTENT DOMAIN 1F1a 1.3.a.1 Recognise, find and name a half as one of two equal parts of an object, shape or quantity</p> <p>N.C. CONTENT DOMAIN 1F1b 1.3.a.2 Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity</p> <p>Measurement: L,H,V,W</p> <p>N.C. CONTENT DOMAIN 1M1 1.3.3 Compare, describe and solve practical problems for lengths and heights, mass or weight</p>	<p>Number: Place Value (within 100)</p> <p>N.C. CONTENT DOMAIN 1N1a 1.1.a.1 Count to and across <u>one hundred</u>, forwards and backwards, beginning with 0 or 1 or from any given number.</p> <p>N.C. CONTENT DOMAIN 1N2a 1.1.b.1 Count, read and write numbers to <u>100</u> in numerals and words.</p> <p>N.C. CONTENT DOMAIN 1N2b 1.1.a.2 Given a number, identify one more and one less</p> <p>N.C. CONTENT DOMAIN 1N4 1.1.b.3 Identify and represent numbers using objects and pictorial representations including the number line (^)</p> <p>N.C. CONTENT DOMAIN 1N4 1.1.c.1 Use the language of: equal to, more than, less than (fewer), most, least (^)</p>	<p>Geometry: Shape</p> <p>1G1a 1.2.1 Recognise common 2-D shapes in different orientations and sizes i.e. including rectangles (including squares), circles and triangles</p> <p>1G1a 1.2.2 Name common 2-D shapes in different orientations and sizes i.e. including rectangles (including squares), circles and triangles (^)</p> <p>1G1b 1.2.3 Recognise and name common 3-D shapes in different orientations and sizes i.e. including cuboids (including cubes), pyramids and spheres</p> <p>1.4.2 Recognise and create simple repeating patterns with objects and shapes (+)</p>	<p>Measurement: Time (including Geometry: Position and Direction)</p> <p>N.C. CONTENT DOMAIN 1M4b 1.1.1 Sequence events in chronological order using language</p> <p>N.C. CONTENT DOMAIN 1M4c 1.1.2 Recognise and use language relating to dates, including days of the week, weeks, months and years</p> <p>N.C. CONTENT DOMAIN 1M4a 1.2.1 Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times N.C. CONTENT DOMAIN 1M2 1.2.2 Measure and begin to record time (hours, minutes, seconds) (^)</p> <p>N.C. CONTENT DOMAIN 1M1 1.3.1 Compare, describe and solve practical problems for time (^)</p> <p>Geometry: Position and Direction</p> <p>N.C. CONTENT DOMAIN 1P2 1.5.1 Describe movement in straight lines using everyday language and describe turns, including half, quarter and three-quarter turns in both directions and connect turning clockwise with movement on a clock face (+)</p>

Brougham Primary School – Year 1 – Scheme of Learning

