

St Oliver Plunkett Primary School

Medium Term Planning

Area of Learning: Number

Year Group: 1

Spring 2

Learning Intentions	Content / Activities	Resources / ICT	Monitoring / Evaluation Assessment
<p>Children will be able to:</p> <p>Count, read, write, estimate and order whole numbers up to 10 .</p> <p>Identify particular properties of number up to 10</p> <p>Make sets for numbers 1 – 10 independently</p> <p>Counting backwards and forwards from different starts within 10</p> <p>Recognise and count numbers 11-20</p> <p>Talk about and use the materials and equipment provided to carry out an activity</p> <p>Begin to recognise mathematical notation for adding using the word 'add ' and its' symbol '+'</p> <p>Show some organisation in their practical work</p> <p>Use counting strategies when carrying out activities</p>	<p>Pupils will be enabled to:</p> <ul style="list-style-type: none"> • Read, order, count the numbers 1 – 10 (& beyond) • Trace and write and using correct number formation 1-10 (RSG pg 101-108) • Make sets using a wide variety of resources.(RSG pg.138) • Count to and back from 10 using a number line, counting stick/ individual counting stick/ Head and shoulders game, pass the teddy. (RSG pg110) • Use a number line to find numbers before/after/between. • Order and match numbers to 10 (RSG pg 141) • Add 1/2 to a given number within 10 • Subtract 1/2 from any number within 10 • Insert the correct missing number pictorally(PW NTT – PG1) • Tell me about a given number recorded on iPads 	<ul style="list-style-type: none"> • Class Numberline • Individual Numberline • Rhythm counting • Counting stick (Individual) • Cubes/ Unifix • Dinosaur/ animals • Pegs/ spools/ beads • Buttons • Stacking Pegs • Links • Compare bears • Number Fans • Individual number cards • 1p, 2p, 5p, 10p coins • Demonstration coins • Dice • IWB • Individual whiteboards and markers • Happy faces / sweetie jar/ apple tree game / Humpty Dumpty/ Memory match games (RSG pg.123,128, 140) • Sorting Trays • Visual Timetable • Days of the Week • Road Safety Calendar • NHM Teacher File Pgs 42 - 61 • NHM Teacher File Pgs70 - 87 	<p>Teacher observations</p> <p>Questioning techniques</p> <p>Self-assessment</p> <p>Daily marking of books</p> <p>Year group monitoring</p> <p>SLT book lift</p> <p>Individual Target setting</p> <p>Weekly Observations (See Weekly Plans)</p> <p>First Significant Goal</p> <p>LANGUAGE</p> <p>Number</p> <p>Set</p> <p>Zero</p> <p>Count forwards</p> <p>Count backwards</p> <p>Before</p> <p>After</p> <p>In between</p> <p>Sequence</p> <p>Continue the pattern</p>

<p>Demonstrate conservation of number within 10</p> <p>Understand the use of a symbol to stand for an unknown number</p> <p>Create and describe repeating patterns using objects, numbers or pictures.</p> <p>Look for and talk about patterns within 10</p> <p>Use appropriate mathematical language to respond to questions about and to talk about their work.</p> <p>Identify mental maths strategies (See display)</p> <p>Develop strategies to add/subtract mentally</p> <p>Talk about ways to solve simple everyday problems</p> <p>Recognition of number within classroom contexts</p> <p>Recognise and use 1p, 2p,5p and 10p coins to make amounts up to 10p</p>	<p>Quick response for conservation of number to 10. (RSG 135)</p> <ul style="list-style-type: none"> Quick recognition within 10 (RSG pg 139) Making patterns to 10 (RSG pg 139) <p>Introduce 2p, 5p and 10p coins and shopping with 1p</p> <ul style="list-style-type: none"> Identify 1p, 2p, 5p, 10p coins (NHMPG 98-100) Use above coins to make various amount up to 10p (NHM Pgs 98) 	<ul style="list-style-type: none"> NHM Teacher File pgs 99-100 (NHM pupil sheetS 11-19) (NHM pupil sheets 29-30) Weekly number worksheets - (NHM pupil book pgs24-29) <p><u>Interactive whiteboard games</u>– Topmarks – counting caterpillar ICT games Tizzy’s Toybox <u>iPads:</u> Number splat, Tallytots color pencil Chatterkid, Bobblewrite, Numberjacks Maths 3-4 Maths 4-5 Maths is Fun PicKids Montessori 123 Balloons Number Series Starfall Gingerbread Dinomath Sort it out</p> <p>Incorporate importance of Cyber Tiger INVESTIGATION Pupils will be given a target number. E.g. 10 Find different ways of making 7.</p>	<p>Biggest Smallest More than Less than Fewer How Many The same as Equal Guess 'and' (introduction to add) Partition Add equals</p>
<p>Evaluation:</p>			

Recap and discuss the importance of E-Safety. Children should discuss and reference the E- Safety policy and Cyber Tiger while engaging in ICT activities.

