

Bitterns - Maths objectives to be taught this half term

Year 1 Objectives	Year 2 Objectives
<p>NPV.14 Count on and back in ones to 100</p> <p>NPV.19 Understand place value in 2-digit numbers by creating 2-digit numbers, placing them on a number line and solving place value additions and subtractions</p> <p>NPV.15 Recognise, read and write numbers to 100</p>	<p>NPV.19 Understand place value in 2-digit numbers by creating 2-digit numbers, placing them on a number line and solving place value additions and subtractions</p> <p>NPV.20 Order and compare 2-digit numbers and say a number between. Use language: equal to, more than, less/fewer than, most, least</p>
<p>MAS.09 Say the number 1 more (≤ 20)</p> <p>MAS.10 Say the number 1 less (≤ 20)</p> <p>MAS.13 Count on 1, 2, 3 more than numbers up to and just beyond 20</p> <p>MAS.14 Count back 1, 2, 3 from numbers up to and just beyond 20</p>	<p>MAS.20 Add or subtract 10 from 2-digit numbers</p> <p>MAS.26 Add and subtract 9 and 11 to and from 2-digit numbers</p>
<p>MAS.12 Find number bonds to 10 and subitise to 10</p> <p>MAS.01 Find addition pairs to 5 and subitise to 5</p> <p>MAS.02 Find addition pairs to 6 and subitise to 6</p> <p>MAS.03 Find addition pairs to 7 and subitise to 7</p> <p>MAS.15 Use number facts to 10 to solve problems including word problems</p> <p>MAS.06 Find addition pairs to 8 and subitise to 8</p>	<p>MAS.12 Find number bonds to 10 and subitise to 10</p> <p>MAS.23 Add 1-digit to 2-digit numbers, bridging 10 and using known facts</p> <p>MAS.19 Recall number facts to 20; number pairs (4 to 20) and bonds to 10 and 20</p> <p>MAS.29 Add 1-digit to 2-digit numbers to reach the next multiple of 10</p> <p>MAS.33 Subtract 2-digit from 2-digit numbers by counting up</p>
<p>PRA.14 Understand a symbol being used for an unknown quantity</p> <p>PRA.15 Solve missing number problems involving addition and subtraction (≤ 10)</p> <p>PRA.16 Solve word problems involving addition and subtraction</p>	<p>PRA.28 Use place value and number facts to solve problems</p>
<p>MMD.12 Double numbers to 5 and find related halves</p>	<p>MAS.33 Subtract 2-digit from 2-digit numbers by counting up</p> <p>MAS.12 Find number bonds to 10 and subitise to 10</p> <p>MAS.21 Find change from 10p and 20p by counting up</p> <p>MAS.27 Find change from 20p and 50p by counting up</p> <p>MAS.28 Add/subtract 2-digit numbers to/from 2-digit numbers by counting on/back</p>
<p>MAS.13 Count on 1, 2, 3 more than numbers up to and just beyond 20</p> <p>MAS.16 Add 1-digit to 2-digit numbers and add to next multiple of 10, by counting on</p>	<p>PRA.32 Use coins to solve simple problems involving addition, subtraction and giving change</p>
<p>GPS.08 Recognise, name and describe cubes, spheres, cones, cuboids, pyramids</p> <p>GPS.09 Sort 3D shapes according to their properties</p>	<p>MEA.36 Give change using appropriate coins and calculating the amount to be given</p>
<p>STA.11 Sort objects on to a Venn diagram (two overlapping sets)</p>	<p>GPS.08 Recognise, name and describe cubes, spheres, cones, cuboids, pyramids</p> <p>GPS.28 Identify 2D shapes on the faces of 3D shapes, e.g. circle on a cone and triangle on a tetrahedron</p> <p>GPS.27 Make cubes, cuboids and pyramids using modelling materials</p> <p>GPS.38 Make cuboids, cubes, tetrahedra and pyramids from nets</p>
<p>MEA.13 Begin to recognise units of time (minutes, hours, days, weeks, months, years)</p>	<p>GPD.12 Describe positions using 3D shapes</p>
<p>NPV.17 Count on and back in 10s from any number up to 100</p> <p>NPV.18 Estimate a set of objects (≤ 100) and count in 5s or 10s to check</p>	<p>MEA.28 Tell the time to the nearest quarter of an hour using digital and analogue clocks</p>
<p>MMD.17 Count in 10s to 100</p> <p>MMD.18 Count in 5s to 50</p> <p>MMD.14 Count in 2s to 20</p>	<p>NPV.20 Order and compare 2-digit numbers and say a number between. Use language: equal to, more than, less/fewer than, most, least</p> <p>NPV.19 Understand place value in 2-digit numbers by creating 2-digit numbers, placing them on a number line and solving place value additions and subtractions</p> <p>NPV.24 Round 2-digit numbers up or down to the nearest 10</p> <p>NPV.18 Estimate a set of objects (≤ 100) and count in 5s or 10s to check</p>



English

Poems and prayers – retelling well known poems and nursery rhymes, exploring pattern and rhyme

Creating our own rhymes in the style of these

Learning children's prayers and writing our own

Daily Phonics or SPAG

Daily individual or group reading

Handwriting – ensuring correct pencil grip and letter formations. Beginning to join

I.T

Coding - learning how to create programs to make things move and change on the computer screen.

Art and Textiles

Posters encouraging healthy eating and exercise – using digital images

Designing the perfect fruit smoothie and advertising slogan to go with it!

Bike wheel animation machine

Painting and colour mixing techniques linked to R.E

Let's Move

Bitterns Spring Term 2017



Music and movement and P.E

Cyber coach- Zumba and aerobics!

Creating own aerobic routines and the music to go with it.

Science and Food technology

Creating and carrying out an investigation to show how different types of exercise affect your body

Identify and name a variety of common animals that are carnivores, herbivores and omnivores

Find out about and describe the basic needs of animals

Identify, name and label the basic parts of the human body

Say which part of the body is associated to each of the senses

Describe the importance of healthy diet and exercise

Making sandwiches, fruit salads and smoothies



R.E and P.S.E

Understanding The Lord's Prayer

The story of Moses and exploring the Ten Commandments

Circle games focusing on cooperation and understanding our own feelings and how others might feel in different situations.

Maths

Daily focus on number bonds and times tables skills using 'Fast maths' approach – see on the back for more detail.

Opportunities for recording and graphing linked to science investigation

Links with art and design and using measure

See attached objectives for more detail of coverage