

Mod.	Number and Algebra	Measurement and Geometry	Statistics and Probability	Cross-Curricula Links
1	<ul style="list-style-type: none"> Use concrete materials to represent numbers from 1 to 5 Use concrete objects to count from 1 to 5 		<ul style="list-style-type: none"> Sort everyday objects according to a rule Build a picture graph to display data 	English <ul style="list-style-type: none"> Read colour words 'red, blue, yellow, green, orange, purple' Science <ul style="list-style-type: none"> Create 'day' and 'night' posters
2	<ul style="list-style-type: none"> Use concrete materials and numerals to represent numbers from 1 to 5 Use concrete materials and number names to represent numbers from 1 to 5 		<ul style="list-style-type: none"> Make and interpret yes/no graphs Identify a rule used for sorting 	English <ul style="list-style-type: none"> Read number words 'one, two, three, four, five' Read words 'yes' and 'no' Science <ul style="list-style-type: none"> Collect and count sultanas The Arts <ul style="list-style-type: none"> Paint number groups and matching numerals
3	<ul style="list-style-type: none"> Use concrete materials to represent numbers from 6 to 9 Use concrete objects to count from 1 to 9 Use a five-frame to represent numbers from 1 to 9 	<ul style="list-style-type: none"> Use informal language and concrete materials to describe the positions of objects Act out following instructions for position and movement 		English <ul style="list-style-type: none"> Read words 'under, over, through, inside, outside, up, down, behind, in front of, between' The Arts <ul style="list-style-type: none"> Create stick puppets to act out following instructions HPE <ul style="list-style-type: none"> Create an obstacle course that includes the use of positional language
4	<ul style="list-style-type: none"> Use pictures, number names and numerals to represent numbers from 1 to 9 	<ul style="list-style-type: none"> Use informal language to describe the positions of objects Act out following instructions for position and movement 	<ul style="list-style-type: none"> Interpret a pictorial recipe chart 	English <ul style="list-style-type: none"> Read number words 'six, seven, eight, nine' Read words 'forwards' and 'back' Use rhyme to learn and practise writing numerals 1 to 4 Science <ul style="list-style-type: none"> Measure and mix a five-cup snack recipe HPE <ul style="list-style-type: none"> Perform a given number of actions as shown on a picture card
5	<ul style="list-style-type: none"> Use a number track to identify all numbers that occur before and after a given number (focus to 10) 	<ul style="list-style-type: none"> Determine whether a container 'holds more' or 'holds less' than another container Use direct comparison to order objects by length Identify events that occur before and after other events 	<ul style="list-style-type: none"> Create a simple data display (ordering) 	English <ul style="list-style-type: none"> Use comparing and ordering language 'long, longer, longest' Use rhyme to learn and practise writing numerals 5 to 9 SOSE <ul style="list-style-type: none"> Create a day name chart and discuss yesterday, today and tomorrow
6	<ul style="list-style-type: none"> Use numerals to order numbers from 1 to 10 Use a number track to identify numbers that occur just before and just after a given number (focus to 10) Use pictures to determine whether a quantity is 'greater than' or 'less than' another quantity 		<ul style="list-style-type: none"> Create a simple data display (sorting) 	English <ul style="list-style-type: none"> Read words 'before' and 'after' Read comparison words 'fewer, less, more, greater' Create a H(h) chart The Arts <ul style="list-style-type: none"> Create stick puppets to act out positions on a number track HPE <ul style="list-style-type: none"> Play hopscotch on a 1 to 10 track
7	<ul style="list-style-type: none"> Use concrete materials and pictures to create and extend repeating patterns 	<ul style="list-style-type: none"> Use direct comparison to determine whether an object has a greater length than another object Use non-standard units to measure length 	<ul style="list-style-type: none"> Create a simple data display (sorting) 	English <ul style="list-style-type: none"> Read length words 'longer, shorter, larger, smaller, thicker, thinner, wider, narrower' Science <ul style="list-style-type: none"> Create and extend animal print repeating patterns The Arts <ul style="list-style-type: none"> Create snails to compare lengths
8	<ul style="list-style-type: none"> Use concrete materials, pictures and number names to represent numbers from 0 to 10 Use concrete materials, pictures, numerals and number names to represent numbers from 0 to 10 Use pictures, numerals and number names to represent numbers from 0 to 10 	<ul style="list-style-type: none"> Use money, pictures, words and symbols to represent one-dollar coins Use one-dollar coins to count 	<ul style="list-style-type: none"> Use tallies to record data 	English <ul style="list-style-type: none"> Read number words 'zero' and 'ten' Compare numbers of letters in names Use rhyme to learn and practise writing numerals 0 and 10 Write number symbols for dollar prices The Arts <ul style="list-style-type: none"> Draw numerals and matching quantities to create a number book Create a school mural to show groups of one to ten
9	<ul style="list-style-type: none"> Sight-recognise (subitise) quantities from 0 to 6 Identify odd and even numbers up to 10 	<ul style="list-style-type: none"> Use direct comparison to determine whether an object has a greater mass than another object (hefting) Use a pan balance to compare the masses of two objects 	<ul style="list-style-type: none"> Create a simple data display (sorting) 	English <ul style="list-style-type: none"> Read mass words 'heavy' and 'light' Read words 'odd' and 'even' The Arts <ul style="list-style-type: none"> Create an odd-and-even village display HPE <ul style="list-style-type: none"> Play a game where the students direct the class to perform a number of actions

Mod.	Number and Algebra	Measurement and Geometry	Statistics and Probability	Cross-Curricula Links
10	<ul style="list-style-type: none"> Use concrete materials, pictures and words to represent active addition situations Use concrete materials, pictures and words to represent static addition situations 	<ul style="list-style-type: none"> Hold and feel 3D objects Identify and describe characteristics of curved/flat surfaces and roll/stack 	<ul style="list-style-type: none"> Create a simple data display (sorting) 	English <ul style="list-style-type: none"> Read words 'flat surfaces, curved surfaces' and 'add' Science <ul style="list-style-type: none"> Play a game that involves adding the numbers of eyes/legs of two given animals
11	<ul style="list-style-type: none"> Identify the parts and the total in addition situations Use concrete materials, pictures and words to represent addition situations Write addition sentences with words Use a number track to add 	<ul style="list-style-type: none"> Identify circles, triangles, squares and oblongs Identify the number, straightness and relative length of sides of 2D shapes 	<ul style="list-style-type: none"> Create a simple data display (sorting) 	English <ul style="list-style-type: none"> Read the sentence '___ add ___ is ___' Read shape words 'triangle, circle, oblong, square' The Arts <ul style="list-style-type: none"> Paint patterned shapes to create a shape village Science <ul style="list-style-type: none"> Make and bake shape cookies
12	<ul style="list-style-type: none"> Use concrete materials, pictures, verbal number names and numerals to represent numbers from 11 to 16 Match concrete materials to number names from eleven to thirteen Identify and describe the rule for a growing pattern Use concrete materials and pictures to create and extend a growing pattern 		<ul style="list-style-type: none"> Create a simple data display (sorting) 	English <ul style="list-style-type: none"> Read number words 'eleven, twelve, thirteen' Science <ul style="list-style-type: none"> Find and describe bugs The Arts <ul style="list-style-type: none"> Use numerals to create crazy creatures
13	<ul style="list-style-type: none"> Identify and describe the rule for a growing pattern Use concrete materials and pictures to create and extend a growing pattern Use numerals to translate a growing pattern Use concrete materials, pictures, verbal number names and numerals to represent numbers from 14 to 16 Match concrete materials to number names from fourteen to sixteen 			English <ul style="list-style-type: none"> Read number words 'fourteen, fifteen, sixteen' SOSE <ul style="list-style-type: none"> Discuss the need for rules The Arts <ul style="list-style-type: none"> Make and decorate bug counters
14	<ul style="list-style-type: none"> Use concrete materials, pictures, verbal number names and numerals to represent numbers from 16 to 20 Match concrete materials to number names from sixteen to twenty 	<ul style="list-style-type: none"> Use the words 'long time' and 'short time' to describe events Use the words 'morning, afternoon, evening' to describe the time of events Identify o'clock times shown on analogue clocks 	<ul style="list-style-type: none"> Create a simple data display (sorting) 	English <ul style="list-style-type: none"> Read number words 'sixteen, seventeen, eighteen, nineteen, twenty' Read time words 'long time, short time, morning, afternoon, evening, night' Science <ul style="list-style-type: none"> Write a number of insect facts to match a 'teen number' card The Arts <ul style="list-style-type: none"> Make personal picture symbols (glyphs)
15	<ul style="list-style-type: none"> Use concrete materials and pictures to represent numbers that are 'one more' or 'one less' than a given number Order numerals 1 to 20 Use a number track to identify a number that is one, two, or three 'jumps' away from a given number (focus to 15) Use a number track to identify a number that is 'one more' or 'one less' than a given number (focus to 15) Use a number track to identify a number that is 'one more' or 'one less' than a given number (focus to 20) 			English <ul style="list-style-type: none"> Count each letter of the alphabet in students' names HPE <ul style="list-style-type: none"> Discuss more or less in relation to healthy and unhealthy foods Science <ul style="list-style-type: none"> Investigate how animals move
16	<ul style="list-style-type: none"> Concretely represent addition situations Count in steps of two Use concrete materials to count on 1 and count on 2 for totals up to 10 Count on from the larger number in a pair of numbers Start to memorise count-on-1 and count-on-2 addition number facts Identify addition sentences that are turnarounds Complete turnaround expressions involving words 		<ul style="list-style-type: none"> Use a simple chart to analyse a total by showing the addends concretely 	English <ul style="list-style-type: none"> Change one word at a time to create funny stories HPE <ul style="list-style-type: none"> Discuss and act out turning around The Arts <ul style="list-style-type: none"> Decorate the back and front of a clothes item