

Term: Autumn Term

Key vocabulary:		
Place Value	Addition (+)	Circle
Sort	Subtraction (-)	Triangle
Count, read, write	Equals (=)	Cube
More/less	Add/Subtract	Pyramid
Compare	2D shapes	Cuboid
Order	3D Shapes	Sphere
Part Whole Model	Rectangle	Cone
Fact families	Square	Cylinder
Curriculum Objectives		

Place Value (within 10)

- Sort objects according to criteria such as colour, shape or size
- Count to 10 forwards and backwards, beginning with 0 or 1, or from any given number.
- Count, read and write numbers to 10 in numerals and words
- Given a number identify one more or one less
- 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 and least
- Compare numbers to 10 which is larger/smaller? Use <, > and = to compare 2 numbers
- Order numbers to 10

Addition and subtraction

- Explore part whole models using numbers to 10
- Read and write number sentences using +, and =
- Identify pairs of numbers that total numbers to 10 (fact families)
- Add and subtract numbers to 10
- Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations

Geometry: properties of shapes

Recognise and name common 2-D and 3-D shapes, including:

- 2-D shapes [for example rectangles (including squares), circles and triangles]
- 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]

