



TSS Primary Maths MTP 2022-2023 Year 1 Block 2

Week	Key Targets and Learning Objectives	Key Activities	Key Vocabulary
1	<ul style="list-style-type: none">• 1Np.04 Recognise and use the ordinal numbers from 1st to 10th• 1Nc.05 Understand even and odd numbers as 'every other number' when counting (from 0 to 20).	<ul style="list-style-type: none">• Pg 11- 15 Activity book (ordinal numbers)• Pg 19- 20 Activity book (odd even numbers)• Order children from 1st to 10th.• Write ordinal numbers in words.• Identify even and odd numbers using a number grid.• Count objects and identify which amount is odd/ even	<ul style="list-style-type: none">• Number• Counting forwards• Counting backwards• Recognise numbers• First, second, third• Odd• Even
2	<ul style="list-style-type: none">• 1Gg.01 Identify, describe and sort 2D shapes by their characteristics or properties, including reference to number of sides and whether the sides are curved or straight.• 1Nc.02 Recognise repeating patterns and continue them correctly.• 1Nc.06 Use familiar language to describe sequences of objects.	<ul style="list-style-type: none">• Pg 30-32 Activity book (2D Shapes)• Pg 37- 39 Activity book (Repeated Patterns)• Explore different shapes and discover their properties• Find similarities/ difference of different shapes.• Create different repeated patterns.• Predict a missing shape in the pattern.• Identify different patterns.• Find 2D objects in the classroom	<ul style="list-style-type: none">• Square• Circle• Triangle• Rectangle• Sides• Curved• Straight• Pattern
3	<ul style="list-style-type: none">• 1Gg.03 Identify, describe and sort 3D shapes by their properties, including reference to the number of faces, edges and whether faces are flat or curved.	<ul style="list-style-type: none">• Pg 33-34 Activity book (2D Shapes)• Identify the common 3D shapes• Investigating shapes and their properties- How many faces, how many edges?• Making 3D nets• Find 3D objects in the classroom	<ul style="list-style-type: none">• Sphere• Faces• Edges• Flat• Curves
4	<ul style="list-style-type: none">• 1Gg.06 Differentiate between 2D and 3D shapes.• Review all 2D and 3D shapes	<ul style="list-style-type: none">• Pg 35- 36 Activity book (2D Shapes)• Making 3D nets• Drawing around 2D shapes• Identifying the similarities and differences between 2D and 3D shapes• Sorting 2D and 3D shapes using a venn diagram.	<ul style="list-style-type: none">• Edges• Faces• Flat• Curves• 2D shapes• 3D shapes
5	<ul style="list-style-type: none">• 1Gg.07 Identify when a shape looks identical as it rotates.• 1Gp.01 Use familiar language to describe position and direction.	<ul style="list-style-type: none">• Pg 13-14 and 46-49 Activity book (Position and Direction- left, right, between)• Pg 42-45 Activity book (Position and Direction Rotation)	<ul style="list-style-type: none">• Full turn• Half turn• Rotate• Clockwise• Anti-clockwise



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		<ul style="list-style-type: none">• Rotate different shapes and discuss whether they look the same/ different when rotated.• Rotating using Bots• Blindfolding children and one child will direct the other- left, right, forwards, backwards, turn clockwise, anticlockwise.• Explain the position of an item- it is inside the box, on the table, next to the chair, between the pencil and sharpener.	<ul style="list-style-type: none">• Above• Below• Behind• Above• On• Inside• Outside• Between• Beside
6	<ul style="list-style-type: none">• 1Np.03 Begin to recognise place value in numbers by reading, writing, counting and comparing numbers up to 20.• Begin to count to 100 forwards and backwards	<ul style="list-style-type: none">• Sorting and grouping with objects in tables and venn diagrams• Sorting numbers into tens and ones on a HTU table.• How many tens and ones? Use base 10 and once consolidated, write in abstract form.• Reading numbers and figuring out how many tens and ones.• Begin reading numbers to 50 correctly.• Begin writing numbers to 50.• Exploring numbers that are easily confused- 12, 21, 50, 15, 69, 96	<ul style="list-style-type: none">• Sort• Venn diagram• Sequencing• Tens• Ones• Twos•
7	<ul style="list-style-type: none">• 1Np.02 Compose and decompose numbers to 20.	<ul style="list-style-type: none">• Compose- 2 numbers added together to make a number. How many ways can you make 15? 12? Use cubes and numicon to investigate.• Decompose- take apart the number. Break the numbers down, separating into smaller parts. How many tens? How many 1s?	<ul style="list-style-type: none">• Tens• Ones• Compose• Decompose