Year 1/2 What is Special? Autumn Term 2016/17

	Year 1 Objectives	Year 2 Objectives
	Mathematics	Science
Counting		This term, the children will be learning about humans
•	To count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.	Identify, name, draw and label the basic parts of the human body and say
•	To identify and represent numbers using objects and pictorial representations including the number line, and use	which part of the body is associated with each sense.
	the language of: equal to, more than, less than (fewer), most, least.	 Notice that animals, including humans, have offspring which grow into
Number a	and Place Value	adults.
•	To count in steps of 2, 3, and 5 from 0, and count in tens from any number, forward or backward.	 Find out about and describe the basic needs of animals, including humans,
•	To recognise the place value of each digit in a two-digit number (tens, ones).	for survival (water, food and air).
•	To identify, represent and estimate numbers using different representations, including the number line.	 Describe the importance for humans of exercise, eating the right amounts
	To compare and order numbers from 0 up to 100; use <, > and = signs.	of different types of food, and hygiene.
	To read and write numbers to at least 100 in numerals and in words.	
Addition	To use place value and number facts to solve problems.	
Addition	To read and write numbers from 1 to 20 in numerals and words	
•	When given a number, identify one more and one less.	
•	To read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs.	
•	To add and subtract one-digit and two-digit numbers to 20, including zero.	
•	To solve simple one-step problems that involve addition and subtraction, using concrete objects and pictorial	
	representations, and missing number problems.	
•	To represent and use number bonds and related subtraction facts within 20.	
•	To add and subtract one-digit and two-digit numbers to 20 (9 + 9, $18 - 9$), including zero.	
•	To solve problems with addition and subtraction:	
•	Using concrete objects and pictorial representations, including those involving numbers, quantities and measures	
•	Applying their increasing knowledge of mental and written methods.	
•	To recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100.	
•	To add and subtract using concrete objects, pictorial representations, and mentally, including: a two-digit number	
	To show that addition can be done in any order (commutative) and subtraction cannot	
	To recognise and use the inverse relationship between addition and subtraction and use this to check calculations	
	and missing number problems.	
Subtracti	on	
•	To read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.	
e	To add and subtract one-digit and two-digit numbers to 20, including zero.	
•	To solve simple one-step problems that involve addition and subtraction, using concrete objects and pictorial	
	representations, and missing number problems.	
•	To represent and use number bonds and related subtraction facts within 20.	
•	To add and subtract one-digit and two-digit numbers to 20 ($9 + 9$, $18 - 9$), including zero.	
•	To solve problems with addition and subtraction:	
	Using concrete objects and pictorial representations, including those involving numbers, quantities and measures	
	Applying their increasing knowledge of mental and written methods.	
	To recail and use audition and subtraction racts to 20 nuently, and derive and use related facts up to 100.	
	To add and subtract using concrete objects, pictorial representations, and mentally, including: a two-digit number	

Year 1/2 What is Special? Autumn Term 2016/17

Year 1 Objectives

Year 2 Objectives

	and ones: a 2-digit number and tens: two two digit numbers: adding three one-digit numbers		
	and ones, a 2 digit number and tens, two two-digit numbers, adding three one digit numbers		
P	To recognise and use the inverse relationship between addition and subtraction and use this to check calculations		
	and missing number problems.		
Multipli	Multiplication and Division		
•	To recall and use multiplication and division facts for the 2,5 and 10 multiplication tables, including recognising		
	odd and even numbers.		
•	To calculate mathematical statements for multiplication and division within the multiplication tables and write		
	them using multiplication, division and equals signs.		
•	To recognise and use the inverse relationship between multiplication and division in calculations.		
•	To show that multiplication of two numbers can be done in any order (commutative) and division for one number		
	by another cannot.		
•	To solve problems involving multiplication and division, using materials, arrays, repeated addition, mental		
	methods and multiplication and division facts, including problems in contexts.		
Geomet	Geometry		
	To recognise and name common 2D and 3D shapes, including		
	2D shapes (rectangles (including squares), circles and triangles)		
	3D shapes (cuboids (including cubes) pyramids and spheres)		
	To identify and describe the pronounce of 2D shares including the number of sides and symmetry in a vertical		
	ling		
	To identify and describe the properties of 3D shapes including the number of edges, vertices and faces		
	To identify 2D chaose on the surfaces of 2D chaose for example circle on a cuinder and a triangle on a purphil		
	To dentify 2D shapes of the surface of 3D shapes, for example chief of a cylinder and a change of a pyrahida		
	to compare and sort common 2D and 3D snapes and everyday objects.		
weasur	Measures		
•	To choose and use appropriate standard units to estimate and measure length/ height in any direction; mass;		
	temperature; volume and capacity to the nearest appropriate unit using rulers, scales, thermometers and		
	measuring vessels.		
•	To compare and order lengths, mass, volume/capacity and record the results using		
•	>, < and =.		
•	To recognise and use the symbols for pounds and pence; combine amounts to		
•	make a particular value		
•	To find different combinations of coins that equal the same amounts of money		
•	To solve simple problems in a practical context involving addition and subtraction of money of the same unit,		
	including giving change		