Number and Place Value

Addition and Subtraction

Multiplication and Division

Core concept: COUNTING

Core concept: UNITISING

Core concept: UNITISING

Core skill: SUBITISING

Numbers 6 and 7 where 5 is the benchmark i.e. 6 is 1 more than 5 using fives frames and additional counters.



Ensure transference to fingers.



7 fingers can be shown by 5 fingers and 2 more fingers.

Matching patterns where the number of dots is equal. Progress to patterns where the number of dots are equal but the pattern is different.

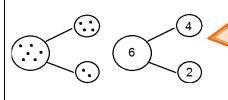
Finding dot patterns that are one more or one less than the pattern displayed.

Identifying numbers within the whole set of dots (i.e. conceptual subitisation).



Core skill: REGROUPING

Key model: Part whole model drawing out the understanding that in addition and subtraction there is a relationship between parts and a whole.



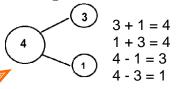
Four and two make six. Two more than four is six. There is a four and two in six.

One more, one less

Where one of the parts is 1; signifying one more or 1 less.

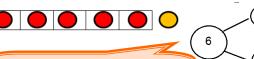


One less than 4 is 3. One more than three is four.

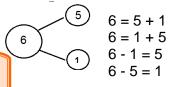


Think 5

Where the whole is 6 or 7 and one of the parts is 5 (to secure benchmark from 5).



Six is one more than five. Five is one fewer than six.



Patterning drawing out the concept of a repeated unit.

Identifying the part of the pattern that repeats (i.e. identifying the unit being repeated).



Move the pupils through the following steps:

- replicate repeated patterns predict the next part of a repeating pattern
- recognise missing elements of a repeating pattern.

Pre-operational Learning



