WEEK 1	OBJECTIVES	SUPPORT FOR LEARNING / GUIDANCE
Number	 Count money - pence 	Using materials and a range of representations, pupils practice money problems and fluency solving a variety of related problems to develop fluency. They
Money	 Count money - pounds (notes and coins) 	should recognise the different amounts and
	 Count money - pounds and pence Choose notes and coins Make the same amount 	As they become more confident with numbers up to 100 within money. They should be introduced to larger numbers to develop further their recognition of patterns within the number system and represent them in different ways, including spatial representations.
	• Make the same amount	They become fluent and apply their knowledge of numbers to reason with, discuss and solve problems that emphasise the value of each digit in two-digit numbers.
		They begin to understand zero as a place holder.
		(Conceptual understanding can taught through place value exchange games using Base 10 apparatus)
		NRICH: <u>Five Coins</u> ** NRICH: <u>Money Bags</u> ** NRICH: <u>The Puzzling Sweet Shop</u> ** NRICH: <u>What's the Time?</u> * NRICH: <u>Stop the Clock</u> ***
		Mathematical Challenges for the More Able: Monster-16

WEEK 2	OBJECTIVES	SUPPORT FOR LEARNING / GUIDANCE
Statistics	 Compare amounts of money 	Pupils become fluent in counting and recognising coins. They read and say amounts of money
	 Calculate with money 	confidently and Pupils become fluent in counting and recognising coins. They read and say amounts of
	 Make a pound 	money confidently and use the symbols £ and p accurately, recording pounds and pence separately.
	 Find change 	
	 Two-step problems 	Pupils should learn to connect the 5 multiplication table to the divisions on a clock face.
		They become fluent and telling the time on analogue clocks and recording it.
		NRICH: Five Coins **
		NRICH: <u>Money Bags</u> **
		NRICH: <u>The Puzzling Sweet Shop</u> ** NRICH: <u>What's the Time?</u> *
		NRICH: Stop the Clock ***
		Mathematical Challenges for the More Able: Monster-16

WEEK 3	OBJECTIVES	SUPPORT FOR LEARNING / GUIDANCE
	Recognise equal groups	Children are introduced to equal groups. Explain that
Number		the = sign means 'the same as' and is balanced on
	Make equal groups	either side.
Addition		
	Add equal groups	Pupils are introduced to the multiplication tables.
		They practice to become fluent in the 2, 5, 10
	Introduce the multiplication symbol	multiplication tables and connect them to each other.
		They connect the 10 multiplication table to place
		value, and the 5 multiplication table to the divisions
		on the clock face. They begin to use other
		multiplication tables and recall multiplication facts,
		including using related written and mental
		calculations.
		NRICH: Ordering Cards *
		NRICH: Which Symbol? *
		NRICH: <u>I'm Eight</u> *
		NRICH: Odd Times Even ***
		NRICH: <u>Two Numbers Under the Microscope</u> **
		NRICH: <u>Even and Odd</u> *
		NRICH: <u>Ring a Ring of Numbers</u> *
		NRICH: <u>More Numbers in the Ring</u> ***
		NRICH: <u>How Odd</u> **
		NRICH: <u>Doing and Undoing</u> *
		NRICH: <u>Clapping Times</u>
		Mathematical Challenges for the More Able:
		Number Lines-11
		Cross Road- 17

WEEKS 4 & 5	OBJECTIVES	SUPPORT FOR LEARNING / GUIDANCE
Number	Multiplication sentencesUse arrays	Pupils use a variety of language to describe multiplication and division.

WEEKS 4 & 5	OBJECTIVES	SUPPORT FOR LEARNING / GUIDANCE
Multiplica tion and Division	 Make equal groups - grouping Make equal groups - sharing 	Pupils are introduced to the multiplication tables. They practice to become fluent in the 2, 5, 10 multiplication tables and connect them to each other.
	 The 2 times-table 	They connect the 10 multiplication table to place value, and the 5 multiplication table to the divisions
	Divide by 2	on the clock face. They begin to use other multiplication tables and recall multiplication facts,
	Doubling and halvingOdd and even numbers	including using related written and mental calculations.
		Pupils work with a range of materials and contexts in which multiplication and division relate to grouping and sharing discrete and continuous quantities.
		They use commutativity and inverse relations to develop multiplicative reasoning (for example, 4 x 5= 20 and 20 ÷ 5 = 4)
		NRICH: <u>Ordering Cards</u> * NRICH: <u>Which Symbol?</u> *
		NRICH: <u>I'm Eight</u> * NRICH: <u>Odd Times Even</u> *** NRICH: <u>Two Numbers Under the Microscope</u> **
		NRICH: <u>Even and Odd</u> * NRICH: <u>Ring a Ring of Numbers</u> *
		NRICH: <u>More Numbers in the Ring</u> *** NRICH: <u>How Odd</u> ** NRICH: <u>Doing and Undoing</u> *
		NRICH: <u>Clapping Times</u> *
		Mathematical Challenges for the More Able: Ones and twos-20
		Birthdays-21 At the Toy Shop-23
		Real Life: Use examples in the classroom-number of children sitting at each table, number of pencils in a packet etc

WEEKS 4 & 5	OBJECTIVES	SUPPORT FOR LEARNING / GUIDANCE
		Link to shopping- how many apples in a packet, eggs in a box etc.