Curriculum content.

Term 1

1. **Revising numbers and place value.** Aims: Counting to 50, counting objects, estimating and counting, tens and ones.


3. **Data handling.** Aims: Sorting, pictograms, block graphs.

4. **Multiplication as repeated addition.** Aims: Adding in groups, the multiplication sign.

5. **Making equal groups.** Aims: Making groups, remainders.

6. **3D shapes.** Aims: Solid shapes, face, corner and edge.

7. **2D shapes.** Aims: Flat shapes, sides and corners, shape patterns.

8. **Skip counting.** Aims: Counting in 2’s, 5’s, 10’s.


Term 2

1. **Place value and rounding.** Aims: The nearest ten, rounding.

3. **Halves and quarters.** Aims: Making equal parts, half of a group, four equal parts, fractions.

4. **Counting to 100.** Aims: Hundred charts, counting in three and fours.

5. **Units of time.** Aims: Days, weeks, months and years, month of the year.
6. **Position and movement.** Aims: left and right, turning left and right.

7. **Counting patterns.** Aims: number patterns, skip-counting patterns, ten more, ten less, solving number problems, number lines.

8. **Telling and measuring time.** Aims: seconds, minutes, hours, say the time.

9. **Division.** Aims: equal shares, dividing equally.

Term 3

1. **Multiplication.** Aims: multiplying by 2, 10.

2. **Position and movement.** Aims: turning corners, measuring turns, right-angle turns, moving around.

3. **Adding multiples of 10.** Aims: making 100, adding multiples of 10, subtracting multiples of 10.

4. **Doubling and halving.** Aims: doubles, halves.

5. **3D shapes.** Aims: recognize shapes, naming 3d shapes, venn diagrams, sorting shapes.

6. **Subtraction.** Aims: subtraction facts, counting back to subtract, difference.

7. **2D shapes.** Aims: pentagons, hexagons, making new shapes, sides and corners, drawing shapes.

Term 4

1. **Division.** Aims: making groups, counting in groups to divide, division sign, multiply and divide.

2. **Position and movement.** Aims: reading a map, making a map.

3. **Money.** Aims: coins and notes, making 50 cents, making one dollar, shopping problems, the value of note, change.
4. **Symmetry.** Aims: line of symmetry, symmetrical patterns.

5. **Adding and multiplying.** Aims: multiplying by 5, counting in 5s.

6. **Measurement.** Aims: the metre, grams, kilograms, litre.

7. **Number problems.** Aims: finding the missing numbers, score.

8. **Data handling.** Aims: reading block graphs, pictograms, a weather graph, tally tables.