



## Grindon Infant School Year 1 Mathematics Medium Term Planning 2025-2026 - SPRING 2 2026

### Addition and Subtraction (within 20)

Pupils will learn to:

Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs

Add and subtract 1-digit and 2-digit numbers to 20, including zero

Represent and use number bonds and related subtraction facts within 20

Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as  $7 = ? - 9$

Week 1	Week 2	Week 3	Week 4	Week 5 (4 days)
<p><b>Pre-learning challenge</b>  <b>Addition and Subtraction (within 20).</b></p> <ul style="list-style-type: none"> <li>Add by counting on within 20</li> <li>Add ones using number bonds</li> <li>Find and make number bonds to 20</li> </ul>	<ul style="list-style-type: none"> <li>Find and make number bonds to 20</li> <li>Doubles</li> <li>Subtraction using number bonds</li> </ul>	<ul style="list-style-type: none"> <li>Subtraction - counting back</li> </ul>	<ul style="list-style-type: none"> <li>Subtraction - finding the difference</li> </ul>	<ul style="list-style-type: none"> <li>Related facts</li> <li>Missing number problems</li> <li><b>Post learning assessment</b></li> </ul>
<p><b>Key vocabulary</b>  add  number bonds</p>	<p><b>Key vocabulary</b>  double  numberline  subtract  number bonds</p>	<p><b>Key vocabulary</b>  subtraction  difference</p>	<p><b>Key vocabulary</b>  subtraction  difference</p>	<p><b>Key vocabulary</b>  subtraction  difference  related facts</p>
<p><b>Problem Solving</b>  Nrich - Two dice  Engage with mathematical activities and problems, making links and moving between different representations (concrete, pictorial, abstract).</p>	<p><b>Problem Solving</b>  Outdoor learning  Children to go outside and find objects - children to show number bonds to 20 using two different objects eg 10 leaves and 10 sticks.</p>	<p><b>Problem Solving</b>  Nrich 2,4,6,8  Begin to independently find a starting point to break into a problem.  Use trial and improvement strategy.  Independently find possibilities.</p>	<p><b>Problem Solving</b>  Twinkl - Subtraction snake  Independently find possibilities.  Independently choose to scaffold thinking using concrete and pictorial representations, if required.</p>	<p><b>Problem Solving</b>  Board games  Snakes and Ladders</p>

Mastering Numbers Week 18:	Mastering Numbers Week 19:	Mastering Number Week 20:	Mastering Number Week 21:	Consolidation
<ul style="list-style-type: none"> <li>• recap the 'shape' of odd and even numbers</li> <li>• identify the effect of adding or subtracting 1 to or from an even number.</li> <li>• recap the effect of adding or subtracting 1 to or from an even number</li> <li>• subitise quantities shown on 10-frames</li> <li>• identify the effect of adding or subtracting 1 to or from an odd number.</li> <li>• Use the language of 'first, then, now.' When enacting simple addition and subtraction number stories.</li> <li>• recap and practise using the language of 'first, then, now' when modelling simple addition and subtraction number stories</li> <li>• identify that '1 more than' or '1 less than' an odd/even number gives an</li> </ul>	<ul style="list-style-type: none"> <li>• recap the effect of adding or subtracting 1 to or from odd or even numbers</li> <li>• identify that adding 2 to an even number gives the next even number</li> <li>• solve 'first, then, now' stories that involve adding 2 to even numbers within 10.</li> <li>• recap that adding 2 to an even number gives the next even number</li> <li>• identify that subtracting 2 from an even number gives the previous even number.</li> <li>• recap the effect of adding or subtracting 2 to or from an even number</li> </ul>	<ul style="list-style-type: none"> <li>• recap even and odd numbers within 10</li> <li>• identify that even numbers can be partitioned into two odd parts or two even parts.</li> <li>• recap that even numbers can be partitioned into two odd parts or two even parts</li> <li>• recap the ways in which 6 can be partitioned</li> <li>• link the partitions of 6 to subtraction 'stories'.</li> <li>• recap that even numbers can be partitioned into two odd parts or two even parts</li> <li>• recap the ways in which 8 can be partitioned</li> <li>• link the partitions of 8 to subtraction 'stories'.</li> </ul>	<ul style="list-style-type: none"> <li>• recap even and odd numbers within 10</li> <li>• identify that odd numbers can be partitioned into one odd part and one even part.</li> <li>• recap that odd numbers can be partitioned into one odd part and one even part</li> <li>• recap partitions of 5 and link these to subtraction 'stories'</li> <li>• complete 'first, then, now' stories when 'first' and 'now' are given.</li> <li>• recap partitions of 7 and link these to subtraction 'stories'</li> <li>• complete 'first, then, now' stories when 'first' and 'now' are given.</li> <li>• recap partitions of 9 and link these to</li> </ul>	

<p>even/odd number regardless of the arrangement.</p>	<ul style="list-style-type: none"> <li>• identify that adding 2 to an odd number gives the next odd number.</li> <li>• recap that adding 2 to an odd number gives the next odd number</li> <li>• identify that subtracting 2 from an odd number gives the previous odd number.</li> </ul>	<ul style="list-style-type: none"> <li>• recap that even numbers can be partitioned into two odd parts or two even parts</li> <li>• recap the ways in which 10 can be partitioned</li> <li>• link the partitions of 10 to subtraction 'stories'</li> </ul>	<p>subtraction 'stories'</p> <ul style="list-style-type: none"> <li>• complete 'first, then, now' stories when 'then' or 'now' are missing</li> </ul>	
<p><b>Daily Counting</b> Count forwards in 1s, from 0 to 50</p>	<p><b>Daily Counting</b> Count forwards in 1s, from 0 to 50</p>	<p><b>Daily Counting</b> Count backwards in 1s, from 50 to 0</p>	<p><b>Daily Counting</b> Count backwards in 1s, from 50 to 0</p>	<p><b>Daily Counting</b> Count forwards in 1s, from a different starting number, within 50</p>