

Mastering Number Weekly Overview

Year 1

Week	Strand	Content
1	Composition	Subitising and the composition of 5 Representations include finger patterns, the Hungarian number frame and the rekenrek
2	Composition	Composition of 6-9 as '5 and a bit' Representations include finger patterns, the Hungarian number frame and the 10-frame
3	Composition	Composition of 6-9 as '5 and a bit' Representations include finger patterns, the Hungarian number frame, the 10-frame and the rekenrek
4	Comparison	Comparison of 2 sets of objects by matching Focus on the language of comparison
5	Counting, cardinality and ordinality	Focus on the ordinal aspect of number using the 'staircase' pattern Counting forwards and backwards within 10 and linking this to 1 more/ 1 less than
6	Composition	Composition of even numbers – as doubles Focus on equal groups and moving between representations of doubles as finger patterns and on 10-frames
7	Composition	Composition of even numbers – as being made of 2s
8	Composition	Composition of 6 – identifying all the ways that 6 can be composed of 2 parts Representations include a 2-by-3 array (die-pattern/ egg box) and 6 counters placed within a 3-by-3 grid
9	Composition	Composition of 8 – identifying all the ways that 8 can be composed of 2 parts Representations include a 2-by-4 array (Numberblock Eight) and the rekenrek
10	Composition	Composition of 10 – identifying all the ways that 10 can be composed of 2 parts Representations include: a 10-frame and the rekenrek
11	Counting, cardinality and ordinality	Compare number tracks and number lines Representations include the 'staircase' pattern, number tracks and number lines
12	Composition	Composition of 7 Representations include finger patterns, the Hungarian number frame and the rekenrek
13	Composition	Composition of 9 Representations include finger patterns and the 3-by-3 array (Numberblock Nine)

14	Composition	Composition of odd and even numbers – odd and even parts Representations include the Numberblocks and number plates
15	Composition	Partitioning numbers – introducing part-part-whole diagrams and use of the language of ‘part’ and ‘whole’
16	Composition	Partitioning systematically – using ‘number houses’ to show the systematic partitioning of numbers within 10
17	Composition	Partitioning systematically – continued
18	Number facts and arithmetic	Addition and subtraction structures – augmentation and reduction through ‘ <i>first, then, now</i> ’ stories – adding 1 and subtracting 1, linked to odd and even patterns.
19	Number facts and arithmetic	Addition and subtraction structures – augmentation and reduction through ‘ <i>first, then, now</i> ’ stories – adding 2
20	Number facts and arithmetic	Subtraction within 10 – subtracting odd and even parts (no equations) from 6, 8 and 10 Connects the partitioning and reduction structures of subtraction.
21	Number facts and arithmetic	Subtraction within 10 – subtracting odd and even parts (no equations) from 5, 7 and 9 Connects the partitioning and reduction structures of subtraction
22	Composition	Composition of 11-15 as ‘10 and a bit’ Representation include the Numberblocks, the rekenrek and the ‘double decker bus’
23	Counting, cardinality and ordinality	Compare numbers 11-15 and see their position on the number line - linked to their composition as ‘10 and a bit’.
24	Number facts and arithmetic	Introduce the symbols + and = linked to addition as aggregation
25	Number facts and arithmetic	Introduce the symbols – and = linked to subtraction as partitioning
26	Composition	Practical games involving retrieval of composition of numbers within 10
27	Composition	Compare numbers 16-19 and see their position on the number line - linked to their composition as ‘10 and a bit’
28	Number facts and arithmetic	Addition as augmentation – practice in linking ‘stories’ involving augmentation to equations.
29	Number facts and arithmetic	Continuing addition as augmentation including writing equations, then practising reduction using the same ‘ <i>first, then, now</i> ’ story in reverse.
30	Retrieval	Retrieval – addition and subtraction within 10
31	Retrieval	Retrieval – addition and subtraction within 10