The introduction of the new National Curriculum in September 2015 means that a huge gap has opened up between the skills needed to master P8 and those needed to complete Year 1 in Mathematics. Seven Birmingham Special Schools have worked together, funded by the National Centre for Excellence in the Teaching of Mathematics (NCEMT), to look at ways of helping teachers to bridge this gap. It is expected to be useful to both SEN and Mainstream schools.

This document tracks back to provide information on key steps that were previously covered using the old NC levels.

### BTG Year 1

Information in this box is taken from the New [National Curriculum Year 1 Programme of Study for Mathematics](#)

<table>
<thead>
<tr>
<th>Objectives</th>
<th>NC</th>
<th>Possible Teaching Activities /Outcomes</th>
<th>Resources</th>
</tr>
</thead>
<tbody>
<tr>
<td>Statements taken from the old NC</td>
<td>Old NC Level</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

All the Bridging the Gap (BTG) documents, links to resources, moderation materials etc are available [here](#).

To track back for children working below NC levels please refer to the BTG document BTG P1(i)-P8 available via the link above.
BTG Year 1 Number Place Value & Rounding

- count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens
- given a number, identify one more and one less
- identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least
- read and write numbers from 1 to 20 in numerals and words.

<table>
<thead>
<tr>
<th>Objectives</th>
<th>NC</th>
<th>Possible Teaching Activities /Outcomes</th>
<th>Resources</th>
</tr>
</thead>
</table>
| Pupils accurately count, read, write and order whole numbers to at least 100 and understand the place value of each digit. | 2A | • use of Numicon and abacuses to illustrate place value  
• ordering sets of number cards  
• identifying missing numbers  
• number bingo | • 100 Number Square – Splat square IWB  
• Numicon  
• Click [here](#) for Pinterest Board  
• Click [here](#) for Topmarks – interactive maths games |
| Pupils count, read, write and order accurately whole numbers to at least 50 | 2B | • Number lines with missing numbers, washing line with pegged numbers with one missing,  
• rote counting – starting from different numbers  
• filling in missing numbers - worksheets  
  
• Even Steven and Odd Todd – see our pinterest page or search online  
• Counting on in 2’s from 0 and from 1  
• Putting counters etc in pairs (odd and even numbers) | • Number Line and squares  
• Washing line of numbers  
• Numicon  
• Click [here](#) for Pinterest Board  
• Click [here](#) for Topmarks – interactive maths games  
• Click [here](#) for Pinterest Board  
• Click [here](#) for Topmarks – interactive maths games |
| They recognise odd and even numbers to 50 | 2C | • Counting on or back in twos  
• Counting buttons/pasta in pairs  
• Even Steven and Odd Todd – see our pinterest page  
• skip counting with number line / Numicon for support  
• ‘Popcorn’ – call out a number children to crouch down if it is an odd number and jump up shouting ‘popcorn’ if the number is even.  
• sharing small objects/food items between 2 plates  
  
• rote counting to 20  
• matching numerals to amounts  
• counting out objects to match numeral  
• using Numicon to make teen numbers | • Numicon  
• Click [here](#) for Pinterest Board  
• Click [here](#) for Topmarks – interactive maths games  
• Numicon  
• Click [here](#) for Pinterest Board  
• Click [here](#) for Topmarks – interactive maths games |
<table>
<thead>
<tr>
<th>Pupils count, read and order numbers from 0 to 20</th>
<th>1A</th>
<th>Number lines with missing numbers, washing line with pegged numbers with one missing, number towers using polystyrene cups, lego, multilink etc matching numeral, Numicon shape, cubes, word and number of fingers – make set of cards showing each of these up to 20 and use as many sets at a time as appropriate Numicon shapes – bingo dabbers to make no. pattern, put small objects in shapes etc – match with numerals matching numerals and Numicon with objects labelling / writing numerals - worksheets</th>
</tr>
</thead>
<tbody>
<tr>
<td>They record numbers from 0 to 10 and associate these with the number of objects they have counted</td>
<td>1B</td>
<td>Songs – 10 Green Bottles, 1,2,3,4,5 once I caught a fish alive etc. Participants in a race up to 10th place ordering Numicon shapes number towers using polystyrene cups, lego, multilink etc matching numeral, Numicon shape, cubes, word and number of fingers – make set of cards showing each of these up to 10 and use as many sets at a time as appropriate practice writing numbers using different materials – in shaving foam, sand, on ipads , on whiteboards etc finger tracing, overwriting, copying numerals</td>
</tr>
<tr>
<td>Pupils count, read and order numbers [including ordinal numbers] up to 10 in a range of settings</td>
<td>1C</td>
<td>Number lines with missing numbers, washing line with pegged numbers with one missing, Colouring by numbers Give children a newspaper and ask them to circle the numbers that they see finding numbers around the school/ home matching numeral, Numicon shape, cubes, word and number of fingers – make set of cards showing each of these up to 10 and use as many sets at a time as appropriate practice writing numbers using different materials – in shaving foam, sand, on ipads , on whiteboards etc finger tracing, overwriting, copying numerals</td>
</tr>
<tr>
<td>They write numerals up to 10 with increasing accuracy</td>
<td></td>
<td></td>
</tr>
<tr>
<td>They make attempts to record numbers up to 10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>They count from one to ten objects</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Number Line and Squares
- Washing line of numbers
- Numicon
- Click [here](#) for Pinterest Board
- Click [here](#) for Topmarks – interactive maths games
- Numicon
- Whiteboard resources – Top Marks, TES etc
- Worksheets
- Songs – 10 Green Bottles, 1,2,3,4,5 once I caught a fish alive etc.
- Participants in a race up to 10th place
- ordering Numicon shapes
- number towers using polystyrene cups, lego, multilink etc
- matching numeral, Numicon shape, cubes, word and number of fingers – make set of cards showing each of these up to 10 and use as many sets at a time as appropriate
- practice writing numbers using different materials – in shaving foam, sand, on ipads , on whiteboards etc
- finger tracing, overwriting, copying numerals

- Number Line
- Washing line of numbers
- Number Worksheets
- Newspapers
- Numicon
- Click [here](#) for Pinterest Board
- Click [here](#) for Topmarks – interactive maths games
- Number Worksheets
- Playdough
- Number playdough mats
- Numicon
- Click [here](#) for Pinterest Board
- Click [here](#) for Topmarks – interactive maths games
- 10 chairs, buttons, cups etc
- Numicon
- Click [here](#) for Pinterest Board
- Click [here](#) for Topmarks – interactive maths games
Please find below examples of resources available on our Pinterest board.

Place Value
Number Recognition, Counting & Ordering