Ready to Progress Criteria & Number Fun Quick Links

Year 1

Here is a Quick Link reference guide to help you link 2020 DfE ready-to-progress criteria* for Year 1 with the Number Fun resources.

This document contains:

- **Key Number Fun Song Videos** – the ideal video to help children begin to explore this RTP Criteria.
- **Additional Number Fun Links** – additional material to support and extend the learning in this RTP Criteria.

Many song videos are accompanied by Teacher Ideas Packs, designed to provide creative games and activities to support the teaching of each objective.

For access to Dave's online training to support the concepts covered in the Ready to Progress Criteria strands, please check out our training portal: **https://teach.numberfun.com**

KEY:
SV = Song Video
SHOP: Additional Downloadable PDF Resources
TCV: Additional Concept Video

	Previous experience	Key Song Video	Additional Links	Year 1 ready-to-progress criteria	Key Song Video	Additional Links
Number & Place Value	Begin to develop a sense of the number system by verbally counting forward to and beyond 20, pausing at each multiple of 10.	***I Can Count To 20 (& Back)*** *(This video helps children count forwards and backwards to 20 with increasing speed)*	*SV: Number Dance Machine* *SV: Beans* *SHOP: Number Posters* *SHOP: 1-120 Number Grid* *SHOP: Counting Strips*	**1NPV–1** Count within 100, forwards and backwards, starting with any number.	***Beans (5-7)*** *(Children count on and back in ones and in patterns. Easily adapted to count in multiple ways using Backing Track.)*	*SV: Perfect Patterns* *SHOP: 1-120 Number Grid* *SHOP: Number Line Strips*
	Play games that involve moving along a numbered track and understand that larger numbers are further along the track.	***Counting on My Number Line*** *(This visualisation helps children count forwards and backwards on a number line.)*	*SV: Little Soldiers* *SHOP: Number Track 1 to 120* *SHOP: Base 10 1-120 Cards*	**1NPV–2** Reason about the location of numbers to 20 within the linear number system, including comparing using < > and =.	***It's My Birthday Today*** *(This song explores the concepts of one more and one less in the context of how many years old someone is.)*	*SV: Counting on My Number Line* *SHOP: Number Posters* *TCV: It's My Birthday Today*
Number Facts	Begin to experience partitioning and combining numbers within 10.	***On the Bus*** *(Children sit down and stand up on the Number Fun Bus. This song helps children experience bonds to 5, and is easily adapted in play.)*	*SV: Five in a Frame* *SV: The Tens Frame Song* *SHOP: Bus Stop Cards* *SHOP: Egg Box Cards* *TCV: Tens Frames* *TCV: On the Bus*	**1NF–1** Develop fluency in addition and subtraction facts within 10.	***Bananas*** *(This song provides a context for exploring addition and subtraction facts. It can be easily adapted for alternative facts.)*	*SV: The Tens Frame Song* *SV: Knickers* *(Video is powerful for reasoning about different ways to making number to 10)* *SHOP: 10s Frame Bus*

Prepared by Dave Godfrey in collaboration with collaboration with Fairburn Primary School.

Number Facts	Distribute items fairly, for example, put 3 marbles in each bag. Recognise when items are distributed unfairly.	***Dinosaurs*** *(12 dinosaurs are put into groups of 2, 3, 4 and 6. Designed to provoke play and exploration of division by grouping)*	*SV: The Toy Sharing Song*	**1NF–2** Count forwards and backwards in multiples of 2, 5 and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers.	***Beans (5-7)*** *(Children count on and back in ones and in multiples. Counts back in 10s, on in 2s for both even and odd numbers, and on in 5s.)*	*SV: Number Fun Rocket* *SV: Mr. Noah* *SV: Multiple Battle 5s v 10s*
Addition & Subtraction	Understand the cardinal value of number words, for example understanding that 'four' relates to 4 objects. Subitise for up to 5 items. Automatically show a given number using fingers.	***Rabbit Ears*** *(Children use fingers to show given numbers using either one or two hands.)*	*SV: I am the Captain* *SV: Little Fingers*	**1AS–1** Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers.	***Little Counters*** *(This song uses the Part/Whole Model and partitions a set of counters into two parts. Adapt to explore bond facts for other numbers.)*	*SV: Farmer Pete* *SV: Plodd and Steven* (Exploring Odd and Evens) *SHOP: Part/Whole Models*
	Devise and record number stories, using pictures, numbers and symbols (such as arrows).	***On the Bus*** *(Children sit down and stand up on the Number Fun Bus. This song helps children experience bonds to 5, and is easily adapted in play.)*	*SV: Bananas* *SV: Treasure* *SHOP: Bus Stop Cards* *SHOP: 10s Frame Bus*	**1AS–2** Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbols, and relate additive expressions and equations to real-life contexts.	***Apples*** *(This song explores the three structures within subtraction in the context of apples.)*	*SV: Funky Pictures* (Addition) *SV: Balance* (Equals Sign) *SHOP: 10s Frame Bus*
Geometry	See, explore and discuss models of common 2D and 3D shapes with varied dimensions and presented in different orientations (for example, triangles not always presented on their base).	***The 2D Shape Song*** *(Children are shown images of 2D shapes and encouraged to identify the shapes by name and property. Easily re-enacted)*	*SV: The 3D Shape Song*	**1G–1** Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another.	***The 3D Shape Song (5-7)*** *(Children are shown photos of 3D shapes and encouraged to identify the shapes by name and property. Version below tackles different shapes)* *SV: The 3D Shape Song* (3-5)	*SV: The 2D Shape Song* *SV: Hiding in my Bag* *TCV: Bear's 3D Shape Adventure* *SV: The 2D Shape Song* (3-5)
	Select, rotate and manipulate shapes for a particular purpose, for example rotating a cylinder so it can be used to build a tower or rotating a puzzle piece to fit in its place	-	-	**1G–2** Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations.	-	-

***DfE Guidance**: 'Teaching mathematics in primary schools June 2020', can be downloaded in full, or per year group, from this page: www.gov.uk/government/publications/teaching-mathematics-in-primary-schools Summary tables on pages 9-15 (of the full, Years 1-6 document) track criteria across year groups. Within the year group documents, the 'Making connections' blue boxes, detail connections across criteria.

Number Fun Resources Search Tool – this is a full hyperlinked listing of all the 320+ Number Fun Song Videos that are categorised according to mathematical domain and sub-domain. This tool is found on the homepage on numberfunportal.com or can be downloaded here: https://resources.numberfunportal.com/Teacher+Portal/planning-tool.pdf

Number Fun song videos are designed to be powerful tools for communicating conceptual understanding and stimulating reasoning through story, song, visualisation, animation and humour.

https://numberfun.com – For access to all the Number Fun Resources: teaching portals, online training website, visual policies and the Number Fun Shop

Prepared by Dave Godfrey in collaboration with collaboration with Fairburn Primary School.