

MARINA INTERNATIONAL SCHOOL

NUMERACY SCHEME OF WORK

NURSERY - TERM 1

WEEK	TOPIC	TOPIC DETAILS
1.1	Counting	<ul style="list-style-type: none">• 1:1 Oral counting 1-20
2.1	counting	<ul style="list-style-type: none">• Number rhymes from 1-20
3.1	counting	<ul style="list-style-type: none">• Recognizing of numbers from 1-20
4.1	counting	<ul style="list-style-type: none">• Number formation from 1-20.
5.1	Counting	<ul style="list-style-type: none">• Circling numbers from 1-20, to show the right value.
6.1	Counting	<ul style="list-style-type: none">• Fill in the missing numbers from 1-20.
7.1	MID-TERM	MID-TERM BREAK
8.1	Counting	<ul style="list-style-type: none">• Counting numbers from 0-10 and backward from 10-0
9.1	Counting	<ul style="list-style-type: none">• Number names from 0-10
10.1	Counting	<ul style="list-style-type: none">• Comparing and matching numbers from 0-10
11.1	Counting	<ul style="list-style-type: none">• Counting in• Language linked SSM/shapes in environment
12.1	2-D Shapes	<ul style="list-style-type: none">• Naming 2-D shapes• Sorting of 2-D -shapes linked to colours (red, yellow, green, blue)
13.1	2-D Shapes	<ul style="list-style-type: none">• Shape patterns• Tracing and matching 2-D shapes• Finding 2-D shapes

WEEK	TOPIC	TOPIC DETAILS
14.1	2-D shapes	<ul style="list-style-type: none">• Counting 2-D shapes• Drawing 2-D shapes• Colour and count 2-D shapes
15.1	2-D shapes	<ul style="list-style-type: none">• 2-D shapes and sizes• 2-D shapes corners• Language linked SSM/shape environment• Consolidate of previous work

NUMERACY SCHEME OF WORK

NURSERY - TERM 2

WEEK	TOPIC	TOPIC DETAILS
1.1	3-D shapes	<ul style="list-style-type: none">• Naming of 3-D shapes• Sorting of 3-D shapes linked to colours (orange, brown, grey, white etc.)
2.1	3-D Shapes	<ul style="list-style-type: none">• Tracing and matching 3-D shapes• 3-D-shapes patterns
3.1	3-D shapes	<ul style="list-style-type: none">• 3-D-shapes and size• 3-D-shapes and corners
4.1	3-D Shapes	<ul style="list-style-type: none">• Matching 3- D shapes to objects /pictures• Matching things with 3-D shapes
5.1	3-D Shapes	<ul style="list-style-type: none">• Name the 3-D shapes• Language linked SSM/shapes in environment
6.1	Comparing sizes	<ul style="list-style-type: none">• Comparing sizes e.g (bigger, smaller, longer, /shorter etc.)
7.1	MID-TERM	MID-TERM BREAK
8.1	Comparing position	<ul style="list-style-type: none">• Comparing position using ordinal numbers• Comparing weight (heaver, lighter etc.)
9.1	Comparing position	<ul style="list-style-type: none">• Comparing volume (more, less etc.)• Language linked SSM/number in environment

WEEK	TOPIC	TOPIC DETAILS
10.1	Measurement	<ul style="list-style-type: none"> • measuring distance and using language to describe distance e.g. capacity length and weight. • Focus on measuring weight (Cooking and weighing ingredients)
11.1	Measurement (contd)	<ul style="list-style-type: none"> • Songs on measurement (long /short etc.) • Language linked SSM/number in environment
12.1	Doubling of numbers	<ul style="list-style-type: none"> • Doubling of numbers from 1-5 • (songs /rhymes on double) • Counting in 2s • Language linked SSM/number in environment
13.1	Days of the Week and Month of the Year.	<ul style="list-style-type: none"> • Focus on the days of the week and order familiar events linked to story books (SID AND HIS SHEEP), days of the week song. • Focus on the months of the years and order familiar events linked to story books. • Order familiar events (cut and paste to show what happened first next and last)
14.1	Money	<ul style="list-style-type: none"> • Shopping using different currency ie (British penny/Gambian bututs • Sharing and halving and amount • Counting coins • Comparing amount
15.1	Money and Shopping	<ul style="list-style-type: none"> • Classroom shop and visit to shopping center • (Songs on shopping: let go shopping) • Language linked to SSM/ number in environment • Consolidate of previous work
16.1	Estimation	<ul style="list-style-type: none"> • Estimating objects/things • Work on doubling and halving methods • Using and applying number knowledge • Consolidate of previous work

NUMERACY SCHEME OF WORK

NURSERY - TERM 3

WEEK	TOPIC	TOPIC DETAILS
1.1	Addition and Subtraction	<ul style="list-style-type: none">• Exploring simple addition and subtraction using objects and numbers from 0-10.
2.1	Addition and Subtraction	<ul style="list-style-type: none">• Solving addition and subtraction problems using variety of different methods
3.1	Addition and Subtraction	<ul style="list-style-type: none">• Using and applying number knowledge
4.1	Addition and Subtraction	<ul style="list-style-type: none">• Songs and rhymes on addition / subtraction• Learning linked to SSM/ number in environment
5.1	MID-TERM	MID-TERM BREAK
6.1	Telling time	<ul style="list-style-type: none">• Telling the time at the hour
7.1	Telling time	<ul style="list-style-type: none">• Matching time• Showing time using the hands (Draw the hour hand to match)
8.1	Telling Time	<ul style="list-style-type: none">• Songs/rhymes on telling the time• Learning linked to SSM/ number in environment
9.1	Tally Marks	Use tally marks to count things
10.1	Tally Marks	<ul style="list-style-type: none">• Connect dots from 1-10 to complete a picture
11.1	Tally Marks (contd)	<ul style="list-style-type: none">• Count things using tally marks to write the number

WEEK	TOPIC	TOPIC DETAILS
12.1	Tally Marks	<ul style="list-style-type: none"> • Songs /rhymes on tally marks • Learning linked to SSM/ number in environment
13.1	Graphs and Handling data	<ul style="list-style-type: none"> • Sorting objects to fill in the graphs • Filling data on favorite foods
14.1	Graphs and Handling data	<ul style="list-style-type: none"> • Songs/rhymes on handling data • Learning linked to SSM/ number in environment
15.1	Fractions	<ul style="list-style-type: none"> • Parts (Whole and half) • Naming equal and unequal parts • Estimate and problem solving
16.1	Fractions/Video Clips	<ul style="list-style-type: none"> • Songs/rhymes on fractions • Learning linked to SSM/ number in environment • Consolidate of previous work