

YEAR 1

LEARNING OUTCOMES Children will be able to:		KEY VOCABULARY	OPPORTUNITIES Children should be given a range of opportunities such as:
I.1.1	understand (begin to) and use the vocabulary related to money.	coin/s cent euro how much? worth most worth least same cost/s change	<ul style="list-style-type: none"> • handling coins. • sorting coins by colour and size. • familiarising themselves with coins through activities such as coin rubbing, printing in play dough and feely bag. • handling and using coins to better understand that having one coin can be more valuable than having many of a different type. e.g. A 10c coin is more valuable than five 1c coins. • using coins to pay in role play and shopping activities in the classroom, by visiting shops or finding priced items at home e.g. What items can you really buy with 10c or 20c? • understanding that change is giving back the extra amount paid.
I.1.2	sort and recognise euro coins including the one euro coin.		
I.1.3	order coins starting from 1 cent going up to the highest value.		
I.1.4	use coins to pay.		

YEAR 1

LEARNING OUTCOMES Children will be able to:		KEY VOCABULARY	OPPORTUNITIES Children should be given a range of opportunities such as:
H.1.1	understand and use the vocabulary of time.	minute before after night day days of the week week the day before the day after minute hand hour hand hands clock face	<ul style="list-style-type: none"> • experiencing the duration of 1 minute, e.g. by clapping rhythmically and counting up to 60, or by using a minute egg/sand timer. • recording the number of times something occurs in one minute. • talking about activities using vocabulary such as yesterday, today and tomorrow. • sequencing events according to time and explaining the appropriateness of events at different times of the day, e.g. lunch at 3 o'clock in the afternoon. • constructing a clock face. • drawing the hands to show the hour. • practicing telling the time from both analogue and 12-hour digital clocks and connect time to the events of a day using 'o'clock'. • creating and using an analogue/digital timeline.
H.1.2	sequence familiar events.		
H.1.3	recognise that there are seven days in a week and put them in order.		
H.1.4	read the time to the hour.		
H.1.5	show the time to the hour on an analogue clock.		