



## Year 1 mathematics curriculum overview

Number and Place Value	Addition and Subtraction	Measure	Geometry - properties of shape	Geometry - position and direction	Problem solving and reasoning	Multiplication and Division	Fractions
<ul style="list-style-type: none"> <li>• Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</li> <li>• Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens</li> <li>• Given a number, identify one more and one less</li> <li>• 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</li> </ul> <p>Read and write numbers from 1 to 20 in numerals and words.</p>	<ul style="list-style-type: none"> <li>• Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs</li> <li>• Represent and use number bonds and related subtraction facts within 20</li> <li>• Add and subtract one-digit and two-digit numbers to 20, including zero</li> <li>• Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as <math>7 = ? - 9</math>.</li> </ul>	<ul style="list-style-type: none"> <li>• Compare, describe and solve practical problems for: Lengths and heights (e.g. long/short, longer/shorter, tall/short, double/half) Mass or weight (e.g. heavy/light, heavier than, lighter than) Capacity/volume (full/empty, more than, less than, quarter) Time (quicker, slower, earlier, later)</li> <li>• Measure and begin to record the following: Lengths and heights Mass/weight Capacity and volume Time (hours, minutes, seconds)</li> <li>• Recognise and know the value of different denominations of coins and notes</li> <li>• Sequence events in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening</li> <li>• Recognise and use language relating to dates, including days of the week, weeks, months and years</li> <li>• Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</li> </ul>	<ul style="list-style-type: none"> <li>• recognise and name common 2-D and 3-D shapes, including: 2-D shapes (e.g. rectangles (including squares), circles and triangles) 3-D shapes (e.g. cuboids (including cubes), pyramids and spheres).</li> </ul>	<ul style="list-style-type: none"> <li>• Describe position, directions and movements, including half, quarter and three-quarter turns.</li> </ul>	<ul style="list-style-type: none"> <li>• Solve problems involving counting, simple adding, subtracting, doubling or halving in the context of measures or money, e.g. 'pay' and 'give change'</li> <li>• Describe a problem using numbers, practical materials and pictures and use these to solve the problem and set the solution back in context</li> <li>• Talk about methods used to solve problems and explain choices and decisions orally or using pictures</li> <li>• Talk about and generate simple patterns and relationships involving numbers or shapes; decide whether examples satisfy given conditions and say how objects differ or share the same properties</li> </ul>	<ul style="list-style-type: none"> <li>• solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher</li> </ul>	<ul style="list-style-type: none"> <li>• Recognise, find and name a half as one of two equal parts of an object, shape or quantity</li> <li>• Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity</li> </ul>