Year 1 Maths Curriculum

Number & Place Value

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 2s, 5s and 10s

Given a number, identify 1 more and 1 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.

Addition & Subtraction

Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs

Represent and use number bonds and related subtraction facts within 20

Add and subtract one-digit and two-digit numbers to 20, including 0

Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$.

Multiplication & Division

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.

Fractions

Recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity

Recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity.

Measurement

Compare, describe and solve practical problems for:

i. lengths and heights [for example, long/short, longer/shorter, tall/short, double/hal]
ii. mass / weight
iii. capacity and volume
iv. time

Measure and begin to record the following:

i. lengths and heights
ii. mass/weight
iii. capacity and volume
iv. time (hours, minutes, seconds)

Recognise and know the value of different denominations of coins and notes

Sequence events in chronological order using language

Recognise and use language relating to dates, including days of the week, weeks, months and years

Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.

Properties of Shapes

Recognise and name common 2-D and 3-D shapes, including:

i. 2-D shapes
ii. 3-D shapes

Position and Direction

Describe position, directions and movements, including whole, half, quarter and three-quarter turns.