



# Moorside Primary School

## Maths Year 1 Overview

Number – number and place value	Number-addition and subtraction	Number- multiplication and division
<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 in multiples of twos, fives and tens</li> <li>-Read and write numbers to 100 in numerals</li> <li>-Read and write numbers from 1 to 20 in numerals and words</li> <li>-Begin to recognise the place value of numbers beyond 20 (tens and ones)</li> <li>-Identify and represent numbers using objects and pictorial representations including the number line</li> <li>-Use the language of: equal to, more than, less than (fewer), most, least</li> <li>-Given a number, identify one more and one less</li> <li>-Given a number identify ten more or less</li> <li>-Order numbers to 50</li> <li>-Recognise and create repeating patterns with numbers, objects and shapes</li> <li>-Identify odd and even numbers linked to counting in twos from 0 and 1</li> <li>-Solve problems and practical problems involving all of the above</li> </ul>	<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 (using concrete objects and pictorial representations)</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>-Recall and use doubles of all numbers to 10 and corresponding halves</li> <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>
Number- Fractions	Geometry- Properties of shapes	Measurement
<ul style="list-style-type: none"> <li>-Understand that a fraction can describe part of a whole</li> <li>-Understand that a unit fraction represents one equal part of a whole</li> <li>-Recognise, find and name a half as one of two equal parts of an object shape or quantity (including measure)</li> <li>-Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity (including measure)</li> </ul>	<ul style="list-style-type: none"> <li>-Recognise and name common 2-D shapes, including rectangles (including squares), circles and triangles</li> <li>-Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres</li> </ul>	<p>Measure and begin to record: - lengths and heights, using non-standard and then manageable standard units (m/cm) - mass/weight, using non-standard and then manageable standard units (kg/g) - capacity and volume using non-standard and then manageable standard units (litres/ml) - time (hours/minutes/seconds) within children's range of counting competence</p>
Statistics	Geometry-position and direction	<ul style="list-style-type: none"> <li>-Compare, describe and solve practical problems for: - lengths and heights (for example, long/short, longer/shorter, tall/short, double/half) - mass/weight (for example, heavy/light, heavier than, lighter than) - capacity and volume (for example, full/empty, more than, less than, half, half full, quarter) - time (for example, quicker, slower, earlier, later)</li> <li>- Recognise and use language relating to dates, including days of the week, weeks, months and years</li> <li>- Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening)</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> <li>- Recognise and know the value of different denominations of coins and notes</li> </ul>
<ul style="list-style-type: none"> <li>-Sort objects, numbers and shapes to a given criterion and their own</li> <li>-Present and interpret data in block diagrams using practical equipment</li> <li>-Ask and answer simple questions by counting the number of objects in each category</li> <li>-Ask and answer questions by comparing categorical data</li> </ul>	<ul style="list-style-type: none"> <li>-Describe movement, including whole, half, quarter and three-quarter turns</li> <li>- Recognise and create repeating patterns with objects and shapes</li> <li>- Describe position and direction</li> </ul>	

