

Year 1 Maths Curriculum	Name:			
Numbers and the number system				
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 twos, fives and tens given a number, identify one more and one 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 and 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 zero				
solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = _ - 9$				
Multiplication and 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 and decimals				
recognise, find and name a half as one of two equal parts of an object, shape or quantity				
recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.				
Measurement				
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]				
measure and begin to record the following: lengths and heights mass/weight capacity and volume time (hours, minutes, seconds)				
recognise and know the value of different denominations of coins and notes				
sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]				
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.				
Geometry				
recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangles (including squares), circles and triangles] 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]				
Describe position, direction and movement, including whole, half, quarter and three-quarter turns				