

Year 1

Yearly Math Objectives

<u>Number</u> Number and Place Value	<u>Number</u> Addition and Subtraction	<u>Number</u> Multiplication and Division	<u>Number</u> Fractions
<ul style="list-style-type: none"> • Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number • Count in multiples of twos, fives and tens • Read and write numbers to 100 in numerals • Read and write numbers from 1 to 20 in numerals and words • Begin to recognise the place value of numbers beyond 20 (tens and ones) • Identify and represent numbers using objects and pictorial representations including the number line • Use the language of: equal to, more than, less than (fewer), most, least • Given a number, identify one more and one less • Recognise and create repeating patterns with numbers, objects and shapes • Identify odd and even numbers linked to counting in twos from 0 and 1 • Solve problems and practical problems involving all of the above. 	<ul style="list-style-type: none"> • 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 (using concrete objects and pictorial representations) • Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$ 	<ul style="list-style-type: none"> • Recall and use doubles of all numbers to 10 and corresponding halves. • 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 	<ul style="list-style-type: none"> • Understand that a fraction can describe part of a whole • Understand that a unit fraction represents one equal part of a whole • Recognise, find and name a half as one of two equal parts of an object, shape or quantity (including measure) • Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity (including measure)

<u>Measurement</u>	<u>Geometry</u> Properties of shape	<u>Geometry</u> Position and direction	<u>Statistics</u>
<ul style="list-style-type: none"> • Measure and begin to record lengths and heights, using non-standard and then manageable standard units (m and cm) within children's range of counting competence • Compare and describe lengths and heights (for example, long/short, longer/shorter, tall/short, double/half) • Measure and begin to record mass/weight, using non-standard and then standard units (kg and g) within children's range of counting competence • Compare and describe mass/weight (for example, heavy/light, heavier than, lighter than) • Measure and begin to record capacity and volume using non-standard and then standard units (litres and ml) within children's range of counting competence • Compare and describe capacity and volume (for example, full/empty, more than, less than, half, half full, quarter) • Recognise and use language relating to dates, including days of the week, weeks, months and years • Compare and describe time (for example, quicker, slower, earlier, later) • Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening) • Measure and begin to record time (hours, minutes, seconds) • Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times • Recognise and know the value of different denominations of coins and notes • Solve practical problems for: <ul style="list-style-type: none"> - lengths and heights - mass/weight - capacity and volume - time. 	<ul style="list-style-type: none"> • Recognise and name common 2-D shapes, including rectangles (including squares), circles and triangles • Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres • Describe movement, including whole, half, quarter and three-quarter turns 	<ul style="list-style-type: none"> • Recognise and create repeating patterns with objects and shapes • Describe position and direction 	<ul style="list-style-type: none"> • Sort objects, numbers and shapes to a given criterion and their own • Present and interpret data in block diagrams using practical equipment • Ask and answer simple questions by counting the number of objects in each category • Ask and answer questions by comparing categorical data