Maths Curriculum   Year 1

Strand of maths	Term 1	Term 2	Term 3
Number and place value	Read and write numbers from 1 to 20 in numerals and words. Given a number, identify one more and one less.	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	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
Number- addition	Represent and use number bonds and related subtraction facts within 20 Add and subtract one-digit and two-digit numbers to 20, including zero	Read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = – 9.
Number - Subtraction	Represent and use number bonds and related subtraction facts within 20 Add and subtract one-digit and two-digit numbers to 20, including zero	Read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = – 9.
Number – Multiplication	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.		
Number - 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.		
Number - Fractions	Pupils should be taught to: recognise, find and name a half as one of two equal parts of an object, shape or	Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.	Pupils should be taught to: 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.		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	Measure and begin to record the following: lengths and heights mass/weight capacity and volume Recognise and know the value of different denominations of coins and notes	
Measurement - Time	Compare, describe and solve practical problems for: Time ,for example, quicker, slower, earlier, later. Recognise and use language relating to dates, including days of the week, weeks, months and years	Measure and begin to record the following: 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.	Sequence events in chronological order using language ,for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening
Geometry – Properties of Shapes	Recognise and name common 2-D and 3-D shapes, including: 2-D shapes ,for example, rectangles	Recognise and name common 2-D and 3-D shapes, including: 3-D shapes ,for example, cuboids	Recognise and name common 2-D and 3-D shapes

	(including squares), circles and triangles	(including cubes), pyramids and spheres].	
Geometry – Position and Direction	Pupils should be taught to: describe position, direction and movement, including whole, half, quarter and three-quarter turns.	Pupils should be taught to: describe position, direction and movement, including whole, half, quarter and three-quarter turns.	Pupils should be taught to: describe position, direction and movement, including whole, half, quarter and three-quarter turns.