## MATHEMATICS CURRICULUM – YEAR 1

AREA OF MATHS	KNOWLEGDE/SKILLS	APPLYING
Number, place value, approximation &	Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number	
estimation	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 concrete 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	
Number - Addition & Subtraction	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
	Represent and use number bonds and related subtraction facts within 20	problems such as 7 = ? - 9.
	Add and subtract one-digit and two-digit numbers to 20, including zero	
Number - Multiplication		Solve one-step problems involving multiplication and division, calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.
Number - Fractions (including 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	

Geometry – properties of shapes	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 such as: 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  Recognise and name common 2-D and 3-D shapes, including: 2-D shapes (e.g. rectangles (including squares), circles and triangles) 3-D shapes (e.g. cuboids (including cubes), pyramids and spheres).	Compare, describe and solve practical problems for: lengths and heights (e.g. long/short, longer/shorter, tall/short, double/half) mass or weight (e.g. heavy/light, heavier than, lighter than) capacity/volume (full/empty, more than, less than, quarter) time (quicker, slower, earlier, later)
Geometry- position, direction,	Describe position, direction and movement, including whole, half, quarter and three - quarter turns	