

YEAR 1 - MATHEMATICS

Performance Standard

By the end of Y1, a child should be fluent with whole numbers and counting.

A child has a developing knowledge of addition and subtraction using concrete objects and pictorial representations.

A child can describe and compare different quantities such as length, mass and capacity/volume.

A child is beginning to recognise simple fractions.

A child is beginning to tell the time.

Children should read and spell mathematical vocabulary at a level consistent with their increasing word reading and spelling knowledge at Key Stage 1.

Year 1 Mathematics

AIMS:

- To become ***fluent*** in the fundamentals of mathematics, including through varied and frequent practise with increasing complex problems over time so that pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately
- ***Reason mathematically*** by following a line of enquiry, conjecturing relationships and generalisations and developing an argument, justification or proof using mathematical language
- Can ***solve problems*** by applying their mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions

Number and Place Value	Addition and Subtraction	Multiplication and Division	Fractions
<p>Counts, reads and writes numbers to 100 in numerals; counts in multiples of twos, fives and tens.</p> <p>Counts to and across 100, forwards and backwards, beginning with 0 or one, or from any given number.</p> <p>Given a number, identifies one more and one less.</p> <p>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</p> <p>Read and write numbers from 1 to 20 in numerals and words.</p>	<p>Represents and uses number bonds and related subtraction facts within 20.</p> <p>Read, write and interpret mathematical statements involving addition (+), subtraction (-), and equals (=) signs.</p> <p>Add and subtract one-digit and two-digit numbers to 20, including zero.</p> <p>Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems e.g. $7 = ? - 9$</p>	<p>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.</p> <ul style="list-style-type: none"> • Through grouping and sharing small quantities • Through doubling numbers and quantities • Through finding simple fractions of objects, numbers and quantities. • Make connections between arrays, number patterns, and counting in 2s, 5s and 10s. 	<p>Recognise, find and name a half as one of two equal parts of an object, shape or quantity.</p> <p>Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.</p>

Year 1 Mathematics

Measurement	Geometry	Statistics
<p>Compares, describes and solves practical problems for:</p> <ol style="list-style-type: none"> 1. Lengths and heights e.g. long/short, longer/shorter, tall/short, double/half; 2. Mass/weight e.g. heavy/light, heavier than, lighter than; 3. Capacity and volume e.g. full/empty, more than, less than, half, half full, quarter; and 4. Time e.g. quicker, slower, earlier, later. <p>Measure and begin to record the following in standard units.</p> <ul style="list-style-type: none"> – Length and height – Mass/weight – Capacity and volume – Time (hours, minutes, seconds) <p>(Begin to use ruler, weighing scales and containers.)</p> <p>Recognise and know the value of different denominations of coins and notes.</p> <p>Tells the time to the hour and half past the hour and draws the hands on a clock face to show these times.</p> <p>Sequence events in chronological order using language.</p> <ul style="list-style-type: none"> – Before, after, next, first – Today, yesterday, tomorrow – Morning, afternoon, evening. <p>Recognise and use language related to dates, including days of the week, weeks, months and years.</p>	<p>Recognises and names common 2-D and 3-D shapes including:</p> <ol style="list-style-type: none"> 1. 2-D shapes e.g. rectangles (including squares), circles and triangles; 2. 3-D shapes e.g. cuboids (including cuboids cubes), pyramids and spheres. <p>Describe position, direction and movement, including whole, half, quarter and $\frac{3}{4}$ turns.</p>	