

Year One Maths Overview

YEAR ONE	<p>Number and place value 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 one more and one less than a given number 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.</p>		<p>Problem solving and reasoning Use mathematics as an integral part of classroom activities, e.g. with support Engage with practical mathematical activities involving sorting, counting and measuring by direct comparison Begin to understand the relevance of mathematical ideas to everyday situations by using them in role-play Represent their work with objects or pictures Discuss their work Respond to questions and ideas from peers and adults Refer to the materials they have used and talk about what they have done, patterns they have noticed, etc. Draw simple conclusions from their work Describe the different ways they have sorted objects, what is the same about objects in a set, how sets differ Identify which set has most, which object is biggest, smallest, tallest, etc. Explain numbers and calculations, how many altogether, how many used or hidden, how many left, how many each, etc. Recognise and use a simple pattern or relationship Copy and continue a simple pattern of objects, shapes or numbers</p>	
	Phase 1	Phase 2	Phase 3	
	<p>Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs Represent and use number bonds and related subtraction facts to 10 Add and subtract one-digit numbers to 20, including zero Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representation Compare, describe, measure, record and solve practical problems for lengths and heights Recognise, find and name a half as one of two equal parts of a quantity 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 draw the hands on a clock face to show these times.</p>	<p>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 numbers to 20, including zero Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representation and missing number problems Solve one-step problems involving multiplication (sets/groups of) and division (sharing) Recognise, find and name a half as one of two equal parts of an object or shape and quantity Recognise, find and name a quarter as one of four equal parts of an object or shape. Recognise and know the value of different denominations of coins and notes Compare, describe, measure, record and solve practical problems for mass and weight 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 including squares, circles, triangles and rectangles.</p>	<p>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 numbers to 20, including zero Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representation and missing number problems Solve one-step problems involving multiplication (arrays) and division (grouping) Recognise, find and name a quarter as one of four equal parts of a quantity. Compare, describe, measure, record and solve practical problems for capacity and time Describe position, directions and movements, including half, quarter and three-quarter turns Recognise and name common 3-D including cuboids, cubes, pyramids and spheres</p>	
	Phase 4 – Working deeper	<p>During this phase, children will be given the opportunity to demonstrate their knowledge and understanding of all year one objectives in a wider range of problem solving contexts including investigations.</p>		