



Maths - Y1

Characteristics

- An understanding of the important concepts and an ability to make connections within mathematics.
- A broad range of skills in using and applying mathematics.
- Fluent knowledge and recall of number facts and the number system.
- The ability to show initiative in solving problems in a wide range of contexts, including the new or unusual.
- The ability to think independently and to persevere when faced with challenges, showing a confidence of success.
- The ability to embrace the value of learning from mistakes and false starts.
- The ability to reason, generalise and make sense of solutions.
- Fluency in performing written and mental calculations and mathematical techniques.
- A wide range of mathematical vocabulary.
- A commitment to and passion for the subject.

Opportunities

Key Stage 1	Key Stage 2
<ul style="list-style-type: none">• Count and calculate in a range of practical contexts. • Use and apply mathematics in everyday activities and across the curriculum.• Repeat key concepts in many different practical ways to secure retention.• Explore numbers and place value up to at least 100.• Add and subtract using mental and formal written methods in practical contexts.• Multiply and divide using mental and formal written methods in practical contexts.• Explore the properties of shapes.• Use language to describe position, direction and movement.• Use and apply in practical contexts a range of measures, including time.• Handle data in practical contexts.	<ul style="list-style-type: none">• Count and calculate in increasingly complex contexts, including those that cannot be experienced first hand.• Rigorously apply mathematical knowledge across the curriculum, in particular in science, technology and computing.• Deepen conceptual understanding of mathematics by frequent repetition and extension of key concepts in a range of engaging and purposeful contexts.• Explore numbers and place value so as to read and understand the value of all numbers.• Add and subtract using efficient mental and formal written methods.• Multiply and divide using efficient mental and formal written methods.• Use the properties of shapes and angles in increasingly complex and practical contexts, including in construction and engineering contexts.• Describe position, direction and movement in increasingly precise ways.• Use and apply measures to increasingly complex contexts.• Gather, organise and interrogate data.• Understand the practical value of using algebra.

Broad Learning Objectives

- To know and use numbers
- To add and subtract
- To multiply and divide
- To use fractions
- To understand the properties of shapes
- To describe position, direction and movement
- To use measures
- To use statistics
- To use algebra

MATHS YR 1

Number – Number and Place Value	Number – Addition and subtraction	Number – Multiplication and division	Number – fractions	Measurement	Geometry – Properties of shape	Geometry – Position and direction	Statistics
<p>Pupils should be taught to:</p> <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, 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 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>Pupils should be taught to:</p> <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 • solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$. 	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> • 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>Pupils should be taught to:</p> <ul style="list-style-type: none"> • 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. <p>Pupils</p>	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> • compare, describe and solve practical problems for: <ul style="list-style-type: none"> • 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] • time [for example, quicker, slower, earlier, later] • measure and begin to record the following: <ul style="list-style-type: none"> • 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 [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] <ul style="list-style-type: none"> • 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 	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> • recognise and name common 2-D and 3-D shapes, including: <ul style="list-style-type: none"> • 2-D shapes [for example, rectangles (including squares), circles and triangles] • 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]. 	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> • describe position, direction and movement, including whole, half, quarter and three-quarter turns 	