

Maths Planning Overview – Year 1

Term 1	Term 2	Term 3
<p>Number, place value and rounding</p> <ul style="list-style-type: none"> ● <u>count to and across 100, forwards and backwards, beginning with 0 or 1</u> ● <u>count, read and write numbers to 100 in numerals</u> ● <u>given a number, identify one more and one less</u> ● <u>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</u> <p>Measurement</p> <ul style="list-style-type: none"> ● <u>compare, describe and solve practical problems for:</u> <ul style="list-style-type: none"> - <u>lengths and heights [for example, long / short, longer / shorter, tall / short, double / half]</u> - <u>mass or weight [for example, heavy / light, heavier than, lighter than]</u> - <u>capacity / volume [for example, full / empty, more than, less than, half, half full, quarter]</u> ● <u>recognise and use language relating to dates, including days of the week, weeks, months and years.</u> <p>Number and place value</p> <ul style="list-style-type: none"> ● <u>given a number, identify one more and one less</u> <p>Addition and subtraction</p> <ul style="list-style-type: none"> ● <u>represent and use number bonds and related subtraction facts within 20</u> ● <u>solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as such as $7 = \square - 9$</u> <p>Measurement</p> <ul style="list-style-type: none"> ● <u>sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]</u> ● <u>recognise and use language relating to dates, including days of the week, weeks, months and years.</u> <p>Geometry: properties of shapes</p> <ul style="list-style-type: none"> ● <u>recognise and name common 2-D and 3-D shapes, including:</u> <ul style="list-style-type: none"> - <u>2-D shapes [for example, rectangles (including squares), circles and triangles]</u> - <u>3-D shapes [for example, cuboids (including cubes), pyramids and spheres]</u> <p>Geometry: position and direction</p>	<p>Number and place value</p> <ul style="list-style-type: none"> ● <u>count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</u> ● <u>count, read and write numbers to 100 in numerals; count in multiples of twos and tens</u> ● <u>given a number, identify one more and one less</u> ● <u>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</u> <p>Measurement</p> <ul style="list-style-type: none"> ● <u>recognise and know the value of different denominations of coins and notes.</u> <p>Number and place value</p> <ul style="list-style-type: none"> ● <u>count, read and write numbers to 100 in numerals; count in multiples of twos and tens</u> <p>Multiplication and division</p> <ul style="list-style-type: none"> ● <u>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</u> <p>Measurement</p> <ul style="list-style-type: none"> ● <u>recognise and know the value of different denominations of coins and notes.</u> <p>Number and place value</p> <ul style="list-style-type: none"> ● <u>count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</u> ● <u>count, read and write numbers to 100 in numerals; count in multiples of twos and tens</u> ● <u>given a number, identify one more and one less</u> ● <u>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</u> <p>Measurement</p> <ul style="list-style-type: none"> ● <u>measure and begin to record the following:</u> <ul style="list-style-type: none"> - <u>lengths and heights</u> - <u>mass/weight</u> - <u>capacity and volume</u> 	<p>Number and place value</p> <ul style="list-style-type: none"> ● <u>count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</u> ● <u>count, read and write numbers to 100 in numerals, count in multiples of twos, fives and tens</u> ● <u>given a number, identify one more and one less</u> ● <u>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</u> ● <u>read and write numbers from 1 to 20 in numerals and words</u> <p>Measurement</p> <ul style="list-style-type: none"> ● <u>measure and begin to record the following:</u> <ul style="list-style-type: none"> - <u>lengths and heights</u> - <u>mass/weight</u> - <u>capacity and volume</u> - <u>time (hours, minutes, seconds)</u> ● <u>recognise and know the value of different denominations of coins and notes</u> <p>Number and place value</p> <ul style="list-style-type: none"> ● <u>count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</u> ● <u>given a number, identify one more and one less</u> <p>Addition and subtraction</p> <ul style="list-style-type: none"> ● <u>read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs</u> ● <u>represent and use number bonds and related subtraction facts within 20</u> ● <u>add and subtract one-digit and two-digit numbers to 20, including zero</u> ● <u>solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$</u> <p>Number and place value</p> <ul style="list-style-type: none"> ● <u>count, read and write numbers to 100 in numerals, count in multiples of twos, fives and tens</u> <p>Multiplication and division</p> <ul style="list-style-type: none"> ● <u>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</u>

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<ul style="list-style-type: none"> ● <u>describe position, direction and movement.</u> <p>Number and place value</p> <ul style="list-style-type: none"> ● count to and across 100, forwards and backwards, beginning with 0 or 1, <u>or from any given number</u> ● count, read and write numbers to 100 in numerals ● 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 <p>Measurement</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 or weight [for example, heavy/light, heavier than, lighter than] - capacity/volume [for example, full/empty, more than, less than, half, half full, quarter] - time [for example, quicker, slower, earlier, later] <p>recognise and use language relating to dates, including days of the week, weeks, months and years</p> <p>Number and place value</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 ● given a number, identify one more and one less <p>Addition and subtraction</p> <ul style="list-style-type: none"> ● represent and use number bonds and related subtraction facts within 20 <p>solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as</p> <p>$7 = \square - 9$.</p>	<ul style="list-style-type: none"> ● recognise and know the value of different denominations of coins and notes. <p>Number and place value</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 ● given a number, identify one more and one less <p>Addition and subtraction</p> <ul style="list-style-type: none"> ● <u>read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs</u> ● represent and use number bonds and related subtraction facts within 20 ● <u>add and subtract one-digit and two-digit numbers to 20, including zero</u> <ul style="list-style-type: none"> ● 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>Measurement</p> <ul style="list-style-type: none"> ● sequence events in chronological order using language [for example, 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. <p>Geometry: properties of shapes</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>Geometry: position and direction</p> <ul style="list-style-type: none"> ● describe position, direction and movement. 	<p>Fractions</p> <ul style="list-style-type: none"> ● <u>recognise, find and name a half as one of two equal parts of an object, shape or quantity</u> <ul style="list-style-type: none"> ● <u>recognise, find and name a quarter as one of four equal parts of an object, shape or quantity</u> <p>Measurement</p> <ul style="list-style-type: none"> ● recognise and know the value of different denominations of coins and notes ● <u>tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</u> <p>Fractions</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>Geometry: properties of shapes</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>Geometry: position and direction</p> <ul style="list-style-type: none"> ● describe position, direction and movement, <u>including whole, half, quarter and three-quarter turns</u>
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