Year 1 Maths Overview
Bowerham Primary and Nursery School

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Number Place Value-within 10	Number Addition and Subtraction-within 10	Number Place Value-within 20	Number Place Value-within 50	Number Multiplication and Division	Number Place Value-within 100
		Number Addition and Subtraction-within 20	Measurement Length and Height	Number Fractions	Measurement Money
					Measurement Money
			Measurement Mass and Volume		
	Geometry Shape				
Number Addition and Subtraction-within 10	Assess and Review	Number Place Value-within 50	Assess and Review	Geometry Position and Direction	Assess and Review

Topic	End of Year Expectation
Number and Place Value	- Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number - Count in multiples of twos, fives and tens - Read and write numbers to 100 in numerals - Read and write numbers from 1 to 20 in numerals and words - Begin to recognise the place value of numbers beyond 20 (tens and ones) - Identify and represent numbers using objects and pictorial representations including the number line - Use the language of: equal to, more than, less than (fewer), most, least - Given a number, identify one more and one less - Given a number identify ten more or less - Order numbers to 50 - Recognise and create repeating patterns with numbers - Identify odd and even numbers linked to counting in twos from 0 and 1 - Solve problems and practical problems involving all of the above
Addition and Subtraction	- 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 onedigit and two-digit numbers to 20, including zero (using concrete objects and pictorial representations) • Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \leq - 9$
Multiplication and Division	• Recall and use doubles of all numbers to 10 and corresponding halves • 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
Number – Fractions	• Understand that a fraction can describe part of a whole • Understand that a unit fraction represents one equal part of a whole • Recognise, find and name a half as one of two equal parts of an object, shape or quantity (including measure) • Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity (including measure)
Geometry – Properties of Shapes	• Recognise and name common 2-D shapes, including rectangles (including squares), circles and triangles • Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres
Geometry – Position and Direction	• Describe movement, including whole, half, quarter and three-quarter turns • Describe position and direction • Recognise and create repeating patterns with objects and shapes
Statistics	• Sort objects, numbers and shapes to a given criterion and their own • Present and interpret data in block diagrams using concrete materials • Ask and answer simple questions by counting the number of objects in each category • Ask and answer questions by comparing categorical data
Measurement	• Measure and begin to record: - lengths and heights, using non-standard and then manageable standard units (m/cm) - mass/weight, using non-standard and then manageable standard units (kg/g) - capacity and volume using non-standard and then manageable standard units (litres/ml) - time (hours/ minutes/seconds) within children's range of counting competence • Compare, describe and solve practical problems for: - 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) • Recognise and use language relating to dates, including days of the week, weeks, months and years • Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening • 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 know the value of different denominations of coins and notes