



Year 1 Maths Overview

Bowerham Primary and Nursery School

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Number Place-within 20	Number value-within 20	Statistics Block diagrams	Number Addition and Subtraction-within 50	Number Multiplication and Division	Number Place Value-within 100
Measurement Length and Height	Shape 2D shapes	Number Place Value-within 50	Measurement Length and Height Mass and Volume	Number Fractions	Measurement Money
Measurement Mass and Volume	Shape 3D shapes	Number Addition and Subtraction-within 50	Fractions	Measurement Money	Measurement Time
Number Addition and Subtraction within 20	Assess and Review		Assess and Review	Geometry Position and Direction	Assess and Review

End of Year Expectation	
Topic	
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)



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	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$
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