Year 1 Learning Expectations In Mathematics

Year 1		
Autumn Term	**Spring Term**	**Summer Term**
Read and write numbers from 1 to 20 in numerals and words.		

Number and Place Value *count to 20, forwards and backwards, beginning with 0 or 1, or from any given number *count read and write numbers to 20 in numerals; count in multiples of twos *given a number to 20, identify one more and one less *identify and represent numbers to 20 using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least **Addition and Subtraction** *represent and use number bonds and related subtraction facts within 10 *add and subtract one-digit numbers to 10, including zero	**Number and Place Value** *count in multiples of fives and tens *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. *given a number, identify one more and one less to and across 100. *identify and represent numbers to 100 using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least **Addition and Subtraction** *represent and use number bonds and related subtraction facts within 20 *read, write and interpret mathematical statements involving addition (+), subtraction (−) and equals (=) signs *add and subtract one-digit and two-digit numbers to 20, including zero	**Addition and Subtraction** *solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = − 9. **Multiplication and Division** *solve one-step problems involving division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. **Fractions** *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. **Shape** *3-D shapes [for example, cuboids (including cubes), pyramids and spheres].

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	Multiplication and Division *solve one-step problems involving multiplication by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. **Shape** *2-D shapes [for example, rectangles (including squares), circles and triangles]	**Geometry** *describe position, direction and movement, including whole, half, quarter and three-quarter turns.