**Number and Place Value**

Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number

I-PV1 Count within 100, forwards and backwards, starting with any number.

Count, read and write numbers to 100 in numerals;

Count in multiples of twos, fives and tens

1-NF2 Count forwards and backwards in multiples of 2, 5 and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers

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

1-PV2 Reason about the location of numbers to 20 within the linear number system, including comparing using < > and =

**Read and write numbers from 1 to 20 in numerals and words.**

**Measurement**

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]

Measure and begin to record the following:

* 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]

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.

**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.

National Curriculum Year 1

**Geometry – Position and Direction**

Describe position, direction and movement, including whole, half, quarter and three-quarter turns.

**Geometry – Properties of Shape**

Recognise and name common 2-D and 3-D shapes, including:

* 2-D shapes [for example, rectangles (including squares), circles and triangles]
* 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].

Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another.

**1G–2** Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations.

**Multiplication and Division**

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

.

**Addition and Subtraction**

Read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs

1AS-2 Read, write and interpret equations containing addition (), subtraction () and equals () symbols, and relate additive expressions and equations to real-life contexts.

Represent and use number bonds and related subtraction facts within 20

1-NF1Develop fluency in addition and subtraction facts within 10.

1AS-1Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers.

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 = □ – 9.

.