Year 1 Statutory requirements for Mathematics

Number

1. Place value

▪ 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; count in multiples of twos, fives and tens
▪ 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
▪ read and write numbers from 1 to 20 in numerals and words.

2. 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 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 = $\square$ – 9.

3. 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

4. Number-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.

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.

Geometry – properties of shapes

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].

Geometry – position and direction

▪ describe position, direction and movement, including whole, half, quarter and three-quarter turns	**G1-2**