



YEAR 1 MATHS OVERVIEW



Term 1	Topic	Skills/Objectives
	Number- Comparison of quantities and part-whole relationships (wk2-5) <ul style="list-style-type: none"> Equality/ inequality symbols Part part whole 	<ul style="list-style-type: none"> To explain that items can be compared using length and height To explain that items can be compared using weight/mass and volume/ capacity
		<ul style="list-style-type: none"> To count a set of objects To compare sets of objects To use equality and inequality symbols to compare sets of objects To use equality and inequality symbols to compare expressions
		<ul style="list-style-type: none"> To explain what a whole is To explain that a whole can be split into parts To explain that a whole can represent a group of objects To identify a part of a whole group To explain what a part-whole model is To use a part-whole model to represent a whole partitioned into two parts
	Number - Numbers 0-5 (wk 6-7) <ul style="list-style-type: none"> Missing part One more/ one less Bar model 	<ul style="list-style-type: none"> To use a part-whole model to represent a whole partitioned into two parts To reason about part-whole models To use a part-whole model to represent a whole partitioned into more than two parts
	Geometry - Recognise, compose, decompose and manipulate 2D and 3D shapes (wk 8 &Term 2 wk1) <ul style="list-style-type: none"> Tangram 3D shape 	<ul style="list-style-type: none"> To explain that numbers can represent how many objects there are in a set To explain that ordinal numbers show a position and not a set of objects To partition the numbers one to five in a systematic way To find a missing part when one part and the whole is known To show one more and one less than a number using representations. Pupils describe this accurately.
		<ul style="list-style-type: none"> To identify one more and one less than a given number (<i>NC not NCETM</i>) To use a bar model to represent a whole partitioned into two parts
		<ul style="list-style-type: none"> To compose pattern block images To copy, extend and develop repeating and radiating pattern block patterns To compose tangram images To investigate tetromino and pentomino arrangements To investigate ways that four cubes can be composed into different 3D models To recognise and name 3D shapes (cuboid – including cubes, cylinders, spheres, pyramids, cones) *and know that they are not always similar to one another *added by RW

Term 2	Topic	Skills/Objectives
	Recognise, compose, decompose and manipulate 2D and 3D shapes (continued) <ul style="list-style-type: none"> Tangrams 2D shape 3D shape 	<ul style="list-style-type: none"> To explore, discuss and compare 3D shapes To name and recognise 2D shapes and know that they are not always similar to one another (added by RW) To explore, discuss and compare 2D shapes To identify 2D shapes within 3D shape To explore, discuss and identify circles/ triangles and rectangles and shapes that are not circles/ triangles and rectangles from shape cut-outs
		<ul style="list-style-type: none"> To count a set of objects and match the spoken number to the written number and number name To represent the numbers 6 to 10 using a five and a bit structure



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	Number – Numbers 0-10 (wk 2-4)	<ul style="list-style-type: none"> To identify the whole and parts of the numbers 6 to 10 using the five and a bit structure To explore the numbers 6 to 10 using the part whole model and the five and a bit structure To explain where 6, 7, 8 and 9 lie on a number line
	<ul style="list-style-type: none"> 5 and a bit Reason position of a numberline Make and break 6-10 	<ul style="list-style-type: none"> To explain what odd and even numbers are and the difference between them To explain how even and odd numbers can be partitioned
	Number – addition Additive structures (wk5)	<ul style="list-style-type: none"> To partition numbers 6 to 10 in different ways To partition the numbers 6 to 10 in a systematic way To identify a missing part when a whole is partitioned into two parts
	<ul style="list-style-type: none"> Commutativity 	<ul style="list-style-type: none"> To combine two or more parts to make a whole To explain that addends can be represented in any order. This is called the commutative law.
		Consolidation
		Consolidation

Term 3	Topic	Skills/Objectives	
	Number- addition Additive structures (wk 1-5)	<ul style="list-style-type: none"> Recap: To combine two or more parts to make a whole Recap: To explain that addends can be represented in any order. This is called the commutative law. To explain that the = sign can be used to show that the whole and the sum of the parts are equal 	
		<ul style="list-style-type: none"> To add parts to find the value of the whole and write the equation To find the missing addend in an equation To explain how even and odd numbers can be partitioned To represent 'first, then, now' stories with addition equations 	
		<ul style="list-style-type: none"> To represent 'first, then, now' stories with subtraction equations To represent different types of stories with subtraction calculations To make addition and subtraction stories, writing equations to match 	
	Number – addition and subtraction facts within 10 (wk 6 & Term 4)	<ul style="list-style-type: none"> Commutativity Read, write and interpret mathematical statements using +, - and = Inverse 	<ul style="list-style-type: none"> To work out the missing part of an addition story and equation if the other two parts are known To work out the missing part of a subtraction story and equation if the other two parts are known
		<ul style="list-style-type: none"> Commutativity Number bonds to 10 	<ul style="list-style-type: none"> To explain that addition and subtraction are inverse operations To use additive structures to think about addition and subtraction equations in different ways
			<ul style="list-style-type: none"> To explain that addition is commutative To find pairs of numbers to 10 To add and subtract 1 from any number (recap)

Term 4	Topic	Skills/Objectives
	Number – addition and subtraction facts within 10 (wk1-2)	<ul style="list-style-type: none"> lain what the difference is between consecutive numbers To explain what happens when 2 is added to or subtracted from odd and even numbers To explain what the difference is between consecutive odd and even numbers To explain what happens when zero is added to or subtracted from a number
		<ul style="list-style-type: none"> Number facts Doubling and halving



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	<p>Number – Numbers 0 – 20 (wk3-5)</p> <ul style="list-style-type: none"> Place value tens and ones 10 and a bit Applying known facts 	<ul style="list-style-type: none"> To explain what happens when a number is added to or subtracted from itself To double numbers and explain what doubling means To halve numbers and explain what halving means To use knowledge of doubles and halves to calculate near doubles and halves To represent different types of stories with subtraction calculations To use knowledge and strategies to add 5 and 3 and 6 and 3
	<p>Measurement (wk6)</p> <ul style="list-style-type: none"> Estimate and measure -cm 	<ul style="list-style-type: none"> To explain that the digits in the numbers 11 to 19 express quantity To explain that the digits in the numbers 11 to 19 express position on a number line To identify the quantity shown in a representation of numbers 11 to 19 To use inequality symbols to compare numbers 0-20 (RW added this in) To use knowledge of '10 and a bit' to solve problems To explore odd and even numbers within 20 To double the numbers 6 to 9 and halve the result, explaining what doubling and halving is To use knowledge of addition facts within 10 to add within 20 To use knowledge of subtraction facts within 10 to subtract within 20 To use knowledge of addition and subtraction facts within 10 to add and subtract within 20 To measure one object with non-standard measures and record outcomes To measure items using individual cm cubes (ones from 'tens and ones') To measure length from zero cm using a ruler To estimate length in cm To estimate length, measure length and record these values in a table

Term 5	Topic	Skills/Objectives
	<p>Fractions (wk 1-2)</p> <ul style="list-style-type: none"> Half – object, shape, quantity Quarter- object, shape, quantity 	<ul style="list-style-type: none"> To recognise, find and name a half as one of two equal parts of an object To recognise, find and name a half as one of two equal parts of a shape To recognise, find and name a half as one of two equal parts of a quantity
	<p>Unitising and coin recognition (wk 3-5)</p> <ul style="list-style-type: none"> Count in 2s, 5s and 10s Coin recognition 	<ul style="list-style-type: none"> To recognise, find and name a quarter as one of four equal parts of an object To recognise, find and name a quarter as one of four equal parts of a shape To recognise, find and name a quarter as one of four equal parts of a quantity
		<ul style="list-style-type: none"> To count efficiently in groups of two To calculate the total value of the coins in a set of 2p coins To count efficiently in groups of ten (Use tens and ones resource!) To calculate the total value of the coins in a set of 10p coins To count efficiently in groups of five To calculate the total value of the coins in a set of 5p coins
		<ul style="list-style-type: none"> To explain the value of a 1p coin in pence To recognise and explain the value of 2p, 5p and 10p coins To explain that a single coin can be worth several pennies To use knowledge of the value coins to solve problems To compare sets of 2p, 5p and 10p coins. To relate what I have learnt to real-life context
		<ul style="list-style-type: none"> To work out how many coins are needed to make a value of 10p To work out how many coins are needed to make a total value of 20p



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		<ul style="list-style-type: none"> To use knowledge of the value of coins to solve problems
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Term 6	Topic	Skills/Objectives
	Number – multiplication and division (wk 1)	<ul style="list-style-type: none"> To identify and represent equal groups To solve multiplication problems To represent and interpret multiplication as arrays
	Measurement - Time (wk 2)	<ul style="list-style-type: none"> To represent and interpret division as grouping To represent and interpret division as sharing
	RTPs recap and Counting forwards and backwards within 100 (wk4-7)	<ul style="list-style-type: none"> To tell the time to o'clock To draw the hands on a clock face to show o-clock times To tell the time to half past the hour To draw the hands on a clock face to show half past times
		<ul style="list-style-type: none"> Position and direction (these objectives should have been covered in P.E)
		<ul style="list-style-type: none"> Yr 1 RTPS and Counting forwards and backwards to 100 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
		https://www.coolmath4kids.com/manipulatives/base-ten-blocks
		<ul style="list-style-type: none"> Yr 1 RTPS and Counting forwards and backwards to 100 Yr 1 RTPS and Counting forwards and backwards to 100 Count forwards and backwards through the odd numbers