



Maths Yearly Overview

Year 1

Autumn Term

Block One: Place value

- Read and write numbers from **1 to 20** in numerals and words.
- 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.
- Represent numbers using concrete objects and pictorial representations, and make connections between different representations of the same number.
- Identify missing numbers in counting sequences and explain how you know which number comes next or before.
- Solve simple problems involving counting, ordering, one more and one less.
- Use number lines and practical equipment to explain how you know that a number is one more or one less than another number.
- Use simple clues to identify a number, explaining the reasoning used number that is greater than 5 but less than 10.
- Use patterns in the number system to make predictions about numbers.

Block Two: 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.
- Use concrete objects, pictorial representations and number lines to represent addition and subtraction.
- Understand that the equals sign means that both sides of a calculation have the same value.
- Recognise and use related addition and subtraction facts, for example $6 + 4 = 10$, $4 + 6 = 10$, $10 - 6 = 4$ and $10 - 4 = 6$.
- Use number bonds to 10 to develop number bonds to 20.
- Recognise the effect of adding or subtracting zero.
- Solve simple practical problems involving putting together, adding, taking away and finding how many are left.
- Find a missing number in a simple addition or subtraction calculation using known number facts.
- Use known number facts to find different ways to make a given number..
- Decide whether simple statements about addition and subtraction are always, sometimes or never true, and explain how you know.

Block Three: Measurement

- Recognise and know the value of different denominations of coins and notes.
- Sort and identify coins according to their denomination and value.
- Compare the value of different coins and notes using appropriate mathematical language.
- Order coins according to their value.
- Recognise that different coins can have different values.
- Use coins to make small amounts in practical contexts.
- Find a coin that could be used to pay for an item costing a given amount.
- Find different ways to make a given amount using available coins.
- Solve simple practical problems involving the value of coins and notes.
- Begin to work systematically when finding different combinations of coins.

Block Four Geometry : Properties of shapes

- Recognise and name common 2-D shapes, including rectangles (including squares), circles and triangles.
- Recognise common 2-D shapes in different orientations and sizes.
- Describe and compare 2-D shapes using mathematical language, including sides and corners/vertices.
- Sort 2-D shapes according to their properties and explain the rule used.
- Identify shapes from a description of their properties.
- Recognise that shapes of the same type can look different depending on their size or orientation.
- Identify and describe similarities and differences between common 2-D shapes.
- Decide whether statements about shapes are always, sometimes or never true, and explain why.

Block Five: Addition and subtraction

- Add and subtract one-digit and two-digit numbers to 20, including zero.
- Use practical equipment, drawings, number lines and mental strategies to calculate.
- Use known number bonds to support calculation.
- Recognise and use related addition and subtraction facts.
- Solve one-step problems involving addition and subtraction.
- Choose an appropriate strategy to solve a problem and explain why it works.
- Find missing values in calculations and explain how they were found.
- Find more than one solution where appropriate.
- Use logic and deduction to solve problems.

Block Six: Measurement

- Compare, describe and solve practical problems involving mass/weight, using the language heavy, light, heavier than and lighter than.
- Measure and begin to record mass/weight using practical and non-standard units.
- Compare the mass of objects using direct comparison and a balance.
- Order objects according to their mass and explain how they know which is heavier or lighter.
- Estimate which objects will be heavier or lighter and then use practical equipment to test their predictions.
- Solve practical problems involving mass, explaining the method used and the solution found.
- Find missing information in simple problems involving mass, using clues and what is already known.



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Block Seven: Geometry – Properties of shapes

- Describe the position of objects using appropriate positional language, including above, below, beside, next to, between, in front of and behind.
- Describe movement using forwards, backwards, left and right.
- Follow and give simple directions.
- Use simple maps, grids and diagrams to describe position and movement.
- Find a route between two positions.
- Find different possible routes between two positions.
- Find all possible routes that meet a given condition and work systematically.
- Use patterns to predict where an object will finish.
- Use logic and deduction to identify a position or route from clues.



Spring Term

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Block One: Place value

- 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 and least.
- Compare and order numbers using concrete objects, pictorial representations and number lines.
- Use the symbols =, > and < to compare numbers where appropriate.
- Explain how they know that one number is greater than, less than or equal to another number.
- Identify numbers from clues about their value and position on a number line.
- Find missing numbers on a number line and in sequences, explaining how they know what the missing number should be.
- Solve problems involving comparison of numbers, including finding a number that is greater than, less than or equal to a given number.

Block Two: Addition and subtraction

- Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations.
- Solve missing number problems involving addition and subtraction, including missing numbers at the beginning, middle and end of calculations, for example, $7 = \square - 9$.
- Use known number facts and the relationship between addition and subtraction to find missing numbers.
- Choose an appropriate representation or method to solve an addition or subtraction problem and explain why it is useful.
- Solve problems involving different contexts, including combining, adding to, taking away, comparing and finding the difference.
- Use inverse relationships to check whether an answer is reasonable and correct.

Block Three: 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.
- Understand that the parts of a whole must be equal when finding halves and quarters.
- Find half of a given quantity of objects by sharing the objects equally into two groups.
- Find a quarter of a given quantity of objects by sharing the objects equally into four groups.
- Recognise and describe situations where a shape, object or quantity has not been divided into equal parts and therefore does not show halves or quarters.
- Recognise that the same whole can be divided into halves or quarters in different ways.
- Find all the possible ways to share a given quantity equally between two or four groups, where appropriate, and work systematically to ensure that none have been missed.

Block Four: Measurement

- Sequence events in chronological order using language such as before, 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.
- Sequence familiar events and explain the order in which they happen using appropriate time vocabulary.
- Recognise and order the days of the week and the months of the year.
- Use calendars to identify dates and answer questions about events occurring on particular days or months.
- Use the language of before, after, earlier and later to compare the timing of events.
- Match analogue clock faces showing o'clock and half past times to written and practical descriptions of events.
- Draw the hands on a clock to show a given time and explain how they know where each hand should be positioned.

Block Five: Place value

- Count in multiples of 2, 5 and 10.
- Count forwards and backwards in 2s, 5s and 10s from different starting numbers.
- Recognise and describe patterns when counting in 2s, 5s and 10s.
- Identify missing numbers in sequences when counting in 2s, 5s and 10s and explain how they know which number is missing.
- Continue a sequence when some numbers are hidden or missing.
- Use known counting patterns to predict what number will come next or what number came before.
- Use counting in 2s to identify and describe odd and even numbers.
- Decide whether statements about counting in 2s, 5s and 10s are always, sometimes or never true, and explain how they know.

Block Six: 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.
- Make and describe equal groups of objects and explain how many groups there are and how many objects are in each group.
- Solve problems involving repeated addition and equal groups using practical equipment and pictures.
- Use arrays to represent equal groups and describe what the array shows.
- Solve sharing problems by sharing a quantity equally between groups or people.
- Solve problems where the number of groups is unknown or the number in each group is unknown.
- Find different ways of making a given number using equal groups, where appropriate.



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Block Seven: Measurement

- Compare, describe and solve practical problems involving length and height, using language such as long, short, longer, shorter, tall, short, taller and shorter, including double and half.
- Measure and begin to record lengths and heights using appropriate non-standard and standard units where appropriate.
- Compare the lengths and heights of objects using direct comparison and explain which is longer, shorter, taller or shorter.
- Order objects according to their length or height and explain how they know the order is correct.
- Solve practical problems involving length and height, including finding an object that is longer, shorter, taller or shorter than a given measurement.
- Solve problems involving double and half of a length, using practical equipment, pictures or measurement where appropriate.
- Use trial and improvement to find or create an object with a specified length or height.

Block Eight: Geometry – properties of shapes

- Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres.
- Recognise and name 3-D shapes in different orientations, sizes and contexts.
- Describe and compare common 3-D shapes using appropriate mathematical language.
- Sort 3-D shapes according to their similarities and differences and explain the rule used.
- Recognise 3-D shapes in everyday objects.
- Identify a 3-D shape from clues about its appearance and properties.
- Identify shapes that roll, slide or stack and explain why.
- Find different ways to sort a collection of 3-D shapes and explain the sorting rule.
- Find all the shapes that satisfy a given set of conditions and work systematically to make sure none have been missed.
- Use clues to identify an unknown 3-D shape.
- Decide whether statements about 3-D shapes are always, sometimes or never true, and explain how they know.



Summer Term

Block One: 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 involving addition and subtraction, using concrete objects, pictorial representations and missing number problems.
- Use known number bonds to solve addition and subtraction calculations efficiently.
- Use the relationship between addition and subtraction to find and check answers.
- Recognise when different addition and subtraction calculations have the same answer and explain how they know.
- Solve problems where the missing number can appear at different points in a calculation, for example, $\square + 6 = 14$, $6 + \square = 14$ and $14 - \square = 6$.
- Find all possible pairs of numbers that satisfy a given addition or subtraction condition and work systematically to make sure none have been missed.

Block Four: Multiplication and division

- Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays.
- Make and use equal groups to solve multiplication and division problems and explain what each group represents.
- Use repeated addition and counting in 2s, 5s and 10s to solve problems involving equal groups.
- Use arrays to represent equal groups and use an array to help find the total number of objects.
- Solve sharing problems by sharing a quantity equally between a given number of groups.
- Solve grouping problems by making groups of a given size and finding how many groups can be made.

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Block Two: Fractions consolidation

- 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.
- Find half of a shape or quantity by dividing it into two equal parts.
- Find a quarter of a shape or quantity by dividing it into four equal parts.
- Recognise whether a shape has been divided into equal parts and identify whether the parts represent halves or quarters.
- Find halves and quarters of different shapes, including shapes divided in different ways.
- Find halves and quarters of continuous and discrete quantities, using practical equipment, pictures and shapes.
- Explain why a given answer is correct using pictures, practical equipment or mathematical language.
- Decide whether statements about halves and quarters are always, sometimes or never true, and explain how they know.

Block Five: Measurement

- Compare, describe and solve practical problems involving capacity and volume, using language such as full, empty, more than, less than, half, half full and quarter full.
- Measure and begin to record capacity and volume using practical equipment and appropriate units.
- Compare the capacity of containers by direct comparison and explain which container holds more or less.
- Order containers according to their capacity and explain how they know the order is correct.
- Estimate which container will hold more or less before testing and compare the estimate with the result.
- Recognise and know the value of different denominations of coins and notes.
- Recognise and name common coins and notes and identify their values.
- Compare the values of different coins and notes.

Block Three: Geometry – properties of shapes

- Describe position, direction and movement, including whole, half, quarter and three-quarter turns.
- Use appropriate positional language to describe where objects are in relation to one another.
- Give and follow clear instructions to move from one position to another.
- Describe a route using a sequence of directions and turns.
- Recognise and describe the effect of making a whole, half, quarter or three-quarter turn.
- Follow a set of directions and identify the position reached at the end of the route.
- Create and describe a route between two given positions.
- Solve problems involving movement by working out which directions and turns are needed to reach a given position.
- Use patterns in repeated movements and turns to predict where an object will finish.
- Use clues to work out the position of an object or the route it has taken.

Block Six

Fractions

Bringing all fractions knowledge together

- *Pupils are taught half and quarter as 'fractions of' discrete and continuous quantities by solving problems using shapes, objects and quantities. For example, they could recognise and find half a length, quantity, and set of objects or shape. Pupils connect halves and quarters to the equal sharing and grouping of sets of objects and to measures, as well as recognising and combining halves and quarters as parts of a whole.*