



Overview of Mathematics in Key Stage 1

Half Term	Year 1	Year 2
Autumn 1	<ul style="list-style-type: none"> • Number and place value – numbers to 20 • Multiplication and division – doubling to 6 • Addition and subtraction – single digit numbers • Geometry and measurement – properties of 2D shapes 	<ul style="list-style-type: none"> • Count up to 100 ; grouping & counting in 10s, 5s or 2s • Place value - identifying digits & partitioning 2-digit numbers, including numbers where 0 is a place holder; read & write 2-digit and 3-digit numbers • number sequences and recognition of odd and even numbers • Length - reading and interpreting scales; draw and measure lines to the nearest centimetre
Autumn 2	<ul style="list-style-type: none"> • Number and place value – partitioning and ordering • coin recognition • Multiplication and division – counting in 10s • Addition and subtraction – number bonds to 10 • Geometry and measurement – length and time 	<ul style="list-style-type: none"> • Multiplication & division - repeated addition & arrays; sharing & repeated subtraction (grouping); practical & informal written methods, including remainders • Use +, -, x and ÷ to record and interpret number sentences involving all 4 operations; calculate the value of an unknown in a number sentence (e.g. $\square \div 2 = 6$, $30 - \square = 24$) • Halving and doubling – doubles of all numbers to 20, and the corresponding halves
Spring 1	<ul style="list-style-type: none"> • Number and place value – numbers to 100 • Multiplication and division – counting in 2s, 5s, 10s • Addition and subtraction – number bonds • Counting on/back • Geometry & measurement – properties of 3D shapes; time 	<ul style="list-style-type: none"> • Compare two or more 2-digit numbers using < and > signs • Angles - Right angles; whole, half & quarter turns and clockwise & anticlockwise turns • Addition - adding three 1-digit numbers mentally • Weight using standard units: kilograms, grams • Time - read to the hour and half hour on analogue and 12-hour digital clocks • Data - sort, organise and interpret information in a block graph and pictogram
Spring 2	<ul style="list-style-type: none"> • Number and place value – odd and even numbers • Coin values • Fractions – halves and quarters • Multiplication and division – doubling and halving • Addition and subtraction – number bonds • Geometry & measurement – weight, capacity, length, time 	<ul style="list-style-type: none"> • 3D shapes - cube, cuboid, cylinder, sphere, cone; number of faces and corners • Subtract a multiple of 10 from a 2-digit number by counting back in 10s • Add & subtract 9 & 11 by adding & subtracting 10; add & subtract 19 & 21 by adding & subtracting 20 • Odd and even numbers up to at least 100 • Multiplication and division - 'lots of' and \times sign; division as grouping; \div sign; division as the inverse of multiplication; remainders
Summer 1	<ul style="list-style-type: none"> • Number and place value – 1 more/less 10 more/less • 2 digit numbers • coin values • Multiplication and division – halving numbers • Addition and subtraction – numbers more than 10 • add 3 numbers • Geometry & measurement – weight, capacity, time 	<ul style="list-style-type: none"> • Rounding numbers less than 100 to the nearest 10 • Addition - 1-digit number to 2-digit numbers, crossing a multiple of 10; bridging a multiple of 10 ($36 + 8 = 36 + 4 + 4$) • 2D and 3D shapes - classify & describe; make models, shapes & patterns & describe features • Fractions - halves and quarters of shapes and small numbers of objects
Summer 2	<ul style="list-style-type: none"> • Number and place value – compare and order numbers • Multiplication and division – doubling and halving numbers • Addition and subtraction – find the total price and change • Geometry & measurement – time • Properties of 2D and 3D shapes 	<ul style="list-style-type: none"> • Capacity - using standard units: litres, millilitres; reading scales to nearest labelled/unlabelled division; estimate, measure and compare • Data - organise & interpret information in a table