

Year 1

Topic Area	Autumn	Spring	Summer
Number and place value	<ul style="list-style-type: none"> To read and write numbers from 1 to 20 in numerals and words. To count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. To count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens. To begin to recognise odd and even numbers. Given a number, identify one more and one less. Given a number identify 10 more or 10 less. 	<ul style="list-style-type: none"> To recognise the place value of numbers to 20. To order numbers to 100. To represent and use number bonds and related subtraction facts within 20. To count in multiples to twos, fives and tens. 	<ul style="list-style-type: none"> To recognise the place value of numbers to 20. To order numbers to 100. To represent and use number bonds and related subtraction facts within 20.
Addition and Subtraction	<ul style="list-style-type: none"> To represent and use number bonds and related subtraction facts within 20. To read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. 	<ul style="list-style-type: none"> To add and subtract one-digit number to 20 including zero. To read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. To solve one-step problems that involve addition and subtraction using concrete objects and pictorial representations, and missing number problems such as: $7 = _ - 9$. 	<ul style="list-style-type: none"> To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.
Multiplication and division		<ul style="list-style-type: none"> To 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. To begin to understand multiplication and division through doubling quantities and grouping and sharing amounts. 	<ul style="list-style-type: none"> To make connections between arrays, number patterns, and counting in twos, fives and tens. To solve problems involving multiplication and division by calculating the answer using concrete objects and pictorial representations with arrays with the support of the teacher.
Fractions	<ul style="list-style-type: none"> To recognise, find and name a half as one of two equal parts of a shape. To recognise, find and name a quarter as one of four equal parts of a shape. 	<ul style="list-style-type: none"> To find a half and a quarter of a quantity. To solve problems involving finding half and a quarter of a quantity. 	

Measurement	<ul style="list-style-type: none"> To sequence events in chronological order using language (for example, before, next, first, today, yesterday, tomorrow, morning, afternoon and evening). To measure and begin to record time (hours, minutes, seconds). To compare, describe and solve practical problems involving time. To tell the time to the hour and half past the hour and draw the hands on the clock face to show the times. To 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. To measure and begin to record lengths and heights. To compare, describe and solve practical problems for lengths and heights. 	<ul style="list-style-type: none"> To recognise and know the value of different denominations of coins and notes. To find different combinations of coins that equal the same amounts of money. To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change. To measure and begin to record mass/weight. To compare, describe and solve practical problems for mass/weight. 	<ul style="list-style-type: none"> To recognise the place value of numbers by pictorial representations. To measure and begin to record capacity and volume. To compare, describe and solve practical problems involving capacity and volume. To compare, describe and solve practical problems involving capacity and volume. To recognise and know the value of different denominations of coins and notes. To find different combinations of coins that equal the same amounts of money. To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change. To measure and begin to record time (hours, minutes, seconds). To compare, describe and solve practical problems involving time. To tell the time to the hour and half past the hour and draw the hands on the clock face to show the times.
Geometry: properties of shapes and position and direction	<ul style="list-style-type: none"> To recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangles (including squares), circles and triangles]. 	<ul style="list-style-type: none"> To describe position, direction and movement, including whole, half, quarter and three-quarter turns. 	<ul style="list-style-type: none"> To recognise and name common 3D shapes including, cuboids, cubes, pyramids and spheres. To recognise 3D shapes in different orientations and sizes.
Statistics	<ul style="list-style-type: none"> To draw and interpret pictograms to represent data. 	<ul style="list-style-type: none"> To draw and interpret tables and block graphs. To understand and construct simple pictograms. 	<ul style="list-style-type: none"> To draw and interpret pictograms and block graphs to represent data.