

Ramsey Manor Lower School

Maths Curriculum Year 1

Place Value	1. 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.
	2. Count in multiples of twos, fives and tens.
	3. Given a number, identify one more and one less.
	4. Identify and represent numbers using objects and pictorial representations inc the number line, and use the language of: equal to, more than, less than (fewer), most, least.
	5. Read and write numbers from 1 to 20 in numerals and words.

Add and Sub	6. Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.
	7. Represent and use number bonds and related subtraction facts within 20.
	8. Add and subtract one-digit and two-digit numbers to 20, including zero.
	9. Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \quad - 9$. <input type="text"/>

M	10. Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial reps and arrays with the support of the teacher.
Fract	11. Recognise, find and name a half as one of two equal parts of an object, shape or quantity.
	12. Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

MEASURE	13. Compare, describe & solve pract probs for: lengths/heights (short/tall, half/ double); mass/weight (heavier/lighter); cap/vol (full/empty, more/less); time (quicker/slower/later)
	14. Measure and begin to record the following: lengths/heights; mass/weight; capacity/volume; time (hours, minutes, seconds).
	15. Recognise and know the value of different denominations of coins and notes.
	16. Sequence events in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.
	17. Recognise and use language relating to dates, including days of the week, weeks, months and years.
	18. Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.
GEOM	19. Recognise and name common 2-D shapes (e.g. rectangles, circles and triangles) and 3-D shapes (e.g. cuboids (including cubes), pyramids and spheres).
	20. Describe position, directions and movements, including whole, half, quarter and three-quarter turns.