

Year 1-Term 3	
Number and Place Value	<p>Count on and back in 1s up to and across 100 or any multiple of 10. Count in 2s,5s,10s (to and from at least 20/50/100). Find 1 more/less than any number to 100. Use the vocabulary of comparing and ordering numbers. Represent numbers in pictorial terms and use these to solve problems.</p>
Addition and Subtraction	<p>Read and write calculations using + and –. Use number bonds to 20. Know number bonds for all numbers up to 20. Add and subtract one-digit and two-digit numbers to 20. Solve addition and subtraction problems using objects and pictures. Solve missing number problems using objects and pictures e.g. $7 = ? - 9$. Understand what happens when we add or subtract 0. Know and explain how add and subtract are opposite. Use opposite + and – to check my answers.</p>
Multiplication and division	<p>Count in multiples of 2, 5 and 10. Use objects and pictures to solve \times problems with help. Use objects and pictures to solve \div problems with help. Use grouping to make amounts. Investigate use of sharing to find answers (to 20+). Double numbers and amounts to at least 10. Use various arrays to help solve \times and \div problems.</p>
Fractions	<p>Find half of a shape, object or amount up to 20. Find half or a quarter of some numbers up to 20. Put together halves and quarters to make parts of shapes. Use halves or quarters to help solve problems.</p>
Measurement	<p>Compare, describe and solve practical problems for capacity and volume [for example, full/empty, more than, less than, half, half full, quarter] . Measure and begin to record capacity and volume. Recognise and know the value of different denominations of coins(up to £2) and <u>notes</u>. Use knowledge of value of coins to solve simple problems in context. Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</p>
Geometry - shapes	<p>Sort shapes according to their properties. Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces. Identify 2-D shapes on the surface of 3-D shapes, (for example, a circle on a cylinder and a triangle on a pyramid). Recall, name and describe 3D shapes already learnt.</p>
Geometry – position & direction	<p>Distinguish between rotation as a turn and in terms of right angles for quarter and half turns (clockwise and anti-clockwise).</p>