

# Year 1 - Overview of Mathematics Standards

<b>Number, Place Value, Estimation and Approximation</b>	
<b>Counting</b>	Count to and across 100, forward and backward, beginning with 0 or 1 or from any given number. Count in different multiples including ones, twos, fives and tens
<b>Place Value</b>	Read and write numbers to 100 in numerals. Read and write numbers from 1 to 20 in numerals and words. Begin to recognise the place value of numbers beyond 20 (tens and ones). Identify and represent numbers using objects and pictorial representations including the number line.
<b>Comparing and ordering</b>	Use the language of equal to, more than, less than (fewer), most, least. Given a number, identify one more and one less
<b>Sequences and patterns</b>	Recognise and create repeating patterns with numbers, objects and shapes. Identify odd and even numbers linked to counting in twos from 0 and 1
<b>Solving number problems</b>	Use place value and number facts to solve problems

<b>Addition and Subtraction</b>	
<b>Addition and subtraction facts</b>	Read, write and interpret mathematical statements involving addition(+), subtraction(-), and equal(=) signs
<b>Addition and subtraction facts</b>	Represent and use number bonds and related subtraction facts within 20
<b>Mental methods</b>	Add and subtract one-digit and two-digit numbers to 20, including zero (using concrete objects and pictorial representations)
<b>Written methods</b>	*Written methods are informal at this stage – see mental methods for expectation of calculations
<b>Solving addition and subtraction problems including those with missing numbers</b>	Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$
<b>Multiplication and Division</b>	
<b>Understanding multiplication and division</b>	Recall and use doubles of all numbers to 10 and corresponding halves
<b>Written methods</b>	Written methods are informal at this stage – see mental methods for expectation of calculations

<b>Solving multiplication and division problems including those with missing numbers</b>	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
<b>Number - fractions (including decimals and percentages)</b>	
<b>Understanding fractions</b>	Understand that a fraction can describe part of a whole Understand that a unit fraction represents one equal part of a whole.
<b>Fractions of objects, shapes and quantities</b>	Recognise, find, name a half as one of two equal parts of an object, shape or quantity (including measure). Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity (including measure).
<b>Measurement (length/height, perimeter, area and mass/weight)</b>	
<b>Length / height</b>	Measure and begin to record lengths and heights, using non-standard and then manageable standard units (m and cm) within children's range of counting competence Compare and describe lengths and heights (for example, long/short,

	longer/shorter, tall/short, double/half)
<b>Mass</b>	Measure and begin to record mass/weight, using non-standard and then standard units (kg and g) within children's range of counting competence. Compare and describe mass/weight (for example, heavy/light, heavier than, lighter than)
<b>Capacity / volume</b>	Measure and begin to record capacity and volume using non-standard and then standard units (litres and ml) within children's range of counting competence. Compare and describe capacity and volume (for example, full/empty, more than, less than, half, half full, quarter)
<b>Measurement (time)</b>	
<b>Time</b>	Recognise and use language relating to dates, including days of the week, weeks, months and years. Compare and describe time (for example, quicker, slower, earlier, later) Sequence events in chronological order using language (for example, before and after, next, first,

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	today, yesterday, tomorrow, morning, afternoon and evening. Measure and begin to record time (hours, minutes, and seconds). Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times
<b>Measurement (money and solving problems)</b>	
<b>Money</b>	Recognise and know the value of different denominations of coins and notes.
<b>Solving problems involving money and measures</b>	Solve practical problems for: - lengths and heights -mass/weight -capacity / volume -time
<b>Geometry - properties of shapes</b>	
<b>Properties of shape</b>	Recognise and name common 2-D shapes, including rectangles (including squares), circles and triangles.  Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres
<b>Angles and rotation</b>	Describe movement, including whole, half, quarter and three-quarter turns.

<b>Geometry - position and direction</b>	
<b>Patterns</b>	Recognise and create repeating patterns with objects and shapes
<b>Position and direction</b>	Describe position and direction
<b>Statistics</b>	
<b>Sorting and classifying</b>	Sort objects, numbers and shapes to a given criterion and their own.
<b>Present and interpret data</b>	Present and interpret data in block diagrams using practical equipment
<b>Solve problems using data</b>	Ask and answer simple questions by counting the number of objects in each category  Ask and answer questions by comparing categorical data