Maths

Skills taught in Year 1 at The Grange

Place Value

	Counting	Represent	Use PV and Compare	Problems & Rounding
Year One	• Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. • Count numbers to 100 in numerals; count in multiples of twos, fives and tens.	• Identify and represent numbers using objects and pictorial representations. • Read and write numbers to 100 in numerals. • Read and write numbers from 1-20 in numerals and words.	• Given a number, identify one more and one less.	

Addition & Subtraction

	Recall, Represent, Use	Calculations	Solve Problems
Year One	• Read, write and interpret mathematical statements involving addition, subtraction and equals signs. • Represent and use number bonds and related subtraction facts within 20.	• Add and subtract 1-digit and 2-digit numbers to 20, including zero.	• Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems.

Multiplication and Division

	Recall, Represent, Use	Calculations	Solve Problems	Combined Operations
Year One			• Solve one step problems involving multiplication and division using objects, pictures and arrays, with support from the teacher.	

Fractions

	Recognise and Write	Compare	Calculations	Solve Problems
Year One	• Recognise, find and name a half as pone of two equal parts of an object, shape or quantity. • Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.			

Note – algebraic thinking is seen in the 'missing number' objectives from Y1 upwards.

Measurement

	Using Measures	Money	Time	Perimeter, Area, Volume
Year One	• Compare, describe and solve practical problems for lengths and heights, mass/weight, capacity and volume, time. • Measure and begin to record length, height, mass/weight, capacity and volume and time.	• Recognise and know the value of different denominations of coins and notes.	• Sequence events in chronological order using language. • Recognise and use language relating to dates, days, weeks, months, years. • Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.	

Geometry

	2D shapes	3D shapes	Angles and Lines	Position and Direction
Year One	• Recognise and name common 2D shapes.	• Recognise and name common 3D shapes.		• Describe position, direction and movement including whole, half, quarter and three-quarter turns.