

Ursuline Catholic Primary School

Year 1 Maths Curriculum



<u>Autumn</u>	<u>Objectives</u>
Place Value within 10	<ul style="list-style-type: none"> Count to and across 10, forwards and backwards, beginning with 0 or 1, or from any given number Count, read and write numbers to 10 in numerals. Given a number, identify one more and one less 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
Addition and Subtraction within 10	<ul style="list-style-type: none"> Represent and use number bonds and related subtraction facts within 10 Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$.
Measure - money	<ul style="list-style-type: none"> Recognise and know the value of different denominations of coins and notes
Place Value including length	<ul style="list-style-type: none"> Count to and across 20, forwards and backwards, beginning with 0 or 1, or from any given number Count, read and write numbers to 20 in numerals. Given a number, identify one more and one less 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 Measure and begin to record the following: lengths and heights
Geometry	<ul style="list-style-type: none"> Recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangles (including squares), circles and triangles] 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].

Spring	Objectives
Place value – counting in 2s 5s, 10s	<ul style="list-style-type: none"> • Count in multiples of twos, fives and tens
Multiplication and division	<ul style="list-style-type: none"> • 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
Measure - Capacity	<ul style="list-style-type: none"> • 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 the following • capacity and volume • time (hours, minutes)
Shape	<ul style="list-style-type: none"> • Recognise and name common 2-D and 3-D shapes, including: • 2-D shapes [for example, rectangles (including squares), circles and triangles] • 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].
Addition and Subtraction	<ul style="list-style-type: none"> • involving addition (+), subtraction (–) and equals (=) signs • Add and subtract one-digit and two-digit numbers to 20, including zero. • Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number \square problems such as $7 = \square - 9$.
Place value	<ul style="list-style-type: none"> • Count to and across 50, forwards and backwards, beginning with 0 or 1, or from any given number • Count, read and write numbers to 50 in numerals. • Given a number, identify one more and one less • 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

<u>Summer</u>	<u>Objectives</u>
Multiplication and Division	<ul style="list-style-type: none"> • 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
Fractions	<ul style="list-style-type: none"> • Recognise, find and name a half as one 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.
Time	<ul style="list-style-type: none"> • Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon, and evening] • Recognise and use language relating to dates, including days of the week, weeks, months and years • Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times • Compare, describe and solve practical problems for: • time [for example, quicker, slower, earlier, later] • Measure and begin to record the following: • time (hours, minutes, seconds)
Position and Direction	<ul style="list-style-type: none"> • Describe position, direction, and movement, including whole, half, quarter, and three-quarter turns.
Addition and Subtraction	<ul style="list-style-type: none"> • Add and subtract one-digit and two-digit numbers to 20, including zero.
Place Value	<ul style="list-style-type: none"> • 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.
Measurement - mass	<ul style="list-style-type: none"> • Compare, describe, and solve practical problems for: mass/weight [for example, heavy/light, heavier than, lighter than] • Measure and begin to record the following: • mass/weight