Year 1 Maths Curriculum Overview

Across Year 1, the curriculum objectives are initially covered in the half term stated below; in addition to this, activities which consolidate, extend and recap these explicit objectives will be planned throughout the year across the curriculum, where possible. The daily Maths lesson will cover new areas of learning for the children and opportunities to review prior learning will be thread throughout. Arithmetic skills are constantly developed through age-appropriate mental arithmetic reviews, undertaken weekly/fortnightly independently or as a whole class activity. For each of the Year 1 Maths curriculum objectives listed below, there will be planned opportunities for children of all abilities to: demonstrate their developing fluency; undertake reasoning activities; and solve problems of increasing complexity. Within each objective, there will also be increased opportunities for all pupils to work through the CPA (concrete-pictorial-abstract) approach to ensure adequate depth of mathematical understanding.

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer term 2
Number – Place Value	Count to and across 100, forward and backward, beginning with 0 or 1, or from any given number. Identify and represent numbers using objects and pictorial representations. Count in multiples of 2s, 5s and 10s.	Count in multiples of 2s, 5s and 10s. Read and write numbers to 100 in numerals	Given a number, identify 1 more or 1 less.		Read and write numbers from 1 – 20 in numerals and words	Consolidate: all learning involving place value; addition and subtraction and fractions.
Number – Addition & Subtraction	Read, write and interpret mathematical statements involving + - = 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.		Add and subtract 1-digit and 2-digit numbers to 20, including zero.	Add and subtract 1-digit and 2-digit numbers to 20, including zero. Consolidate: all learning involving place value; addition and subtraction and fractions.
Number – Multiplication & Division				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.		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.
Number - Fractions		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.	Consolidate and start to link to numbers: Recognise, find and name a half as one of two equal parts and a quarter as being one of four equal parts of an object, shape or quantity.	Consolidate: all learning involving place value; addition and subtraction and fractions.
Measurement	Compare, describe and solve practical problems for: lengths & heights and mass/weight.	Compare, describe & solve practical problems for: capacity & volume. Recognise & know the value of different **denominations** or coins & notes. Sequence events in chronological order using language (e.g. before, after, next, first, today, yesterday, tomorrow, morning, afternoon, evening). Recognise & use language relating to dates, including days of the week, weeks, months, years.	Measure & begin to record the following: mass/weight.	Measure & begin to record the following: length & heights, mass/weight.7 Compare, describe & solve practical problems for: time.	Measure & begin to record the following: capacity & volume.	Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. Consolidate: all learning involving length; weight and mass; capacity and volume; time and money.
Geometry - Shape	Recognise and name common 2D shapes, including: 2D, e.g. circles, triangles.		Identify & describe common 2D shapes, including: 2D, e.g. rectangles (including squares) circles, triangles.		Recognise & name common 3D shapes, including: 3D. e.g. cuboids (including cubes), pyramids, spheres.	
Geometry – Position & Direction				Describe position, direction and movement, including half, quarter and three-quarter turns.	Consolidate: describe position, direction and movement, including half, quarter and three-quarter turns and link to shapes.	