Year 1 Maths Curriculum Overview

Topic	National Curriculum Objectives	Term Covered	Vocabulary	Key Problem Solving Strategies	Useful Resources
Place Value: Counting	⇒ 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	Autumn 1 Autumn 4 Spring 2 Summer 4	Sort, group, odd, even, pair, forwards, backwards	Counting one-to-one, grouping, counting in 2s, 5s or 10s	Objects or similar, sorting hoops, number lines, number tracks, hundred squares, numicon, tens frames, dominoes, die, number cards, dot-to-dot activities, bead strings
Place Value: Represent	⇒ Identify and represent numbers using objects and pictorial representations ⇒ Read and write numbers to 100 in numerals ⇒ Read and write numbers from 1 to 20 in numerals and words	Autumn 1 Autumn 4 Spring 2 Summer 4	Amount, group, represent, digit	Counting one-to-one, grouping, counting in 2s, 5s or 10s	Objects or similar, sorting hoops, number lines, number tracks, hundred squares, numicon, tens frames, dominoes, number cards, bead strings
Place Value: Use PV and Compare	⇒ Given a number, identify one more and one less	Autumn 1 Autumn 4 Spring 2 Summer 4	Amount, group, equal to, more than, less than, equal to, fewer, greater, most, greatest, least, total, more, after, before, digit, compare, tens, ones, place value, place value column, order, ordinal, first, last, second, third (etc)	Counting one-to-one, grouping, counting in 2s, 5s or 10s, partitioning into ones and tens	Objects or similar (straws, cubes, lolly sticks), sorting hoops, number lines, number tracks, hundred squares, numicon, tens frames, dominoes, number cards, bead strings, place value grids

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Addition & Subtraction: Recall, Represent, Use	⇒ Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs ⇒ Represent and use number bonds and related subtraction facts within 20	Autumn 2 Spring 1	Part, whole, total, add, plus, sum, take away, minus, subtract, value, equal, equal to, altogether, difference, addition, subtraction, partition, number sentence, number bond, number fact family, more, less, greater, calculation	Counting on and back; using a number line, counters, known addition facts, tens frames, part-whole models, bead strings, bar models	Part-whole models, objects or similar, double sided counters, bead strings, number cards, tens frames, number lines, numicon, bar models
Addition & Subtraction: Calculations	⇒ Add and subtract one-digit and two-digit numbers to 20, including zero	Autumn 2 Spring 1	Part, whole, total, add, plus, sum, take away, minus, subtract, value, equal, equal to, altogether, difference, addition, subtraction, partition, number sentence, number bond, number bond family, more, less, greater, calculation	Counting on and back; using a number line, counters, known number bonds, tens frames, part-whole models, bead strings, bar models	Part-whole models, objects or similar, double sided counters, bead strings, number cards, tens frames, number lines, numicon, bar models
Addition & Subtraction: Solve Problems	⇒ Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = £ - 9	Autumn 2 Spring 1	Part, whole, total, add, plus, sum, take away, minus, subtract, value, equal, equal to, altogether, difference, addition, subtraction, partition, number sentence, number bond, number bond family, more, less, greater, calculation	Counting on and back; partitioning to make ten; using a number line, counters, known number bonds, tens frames, part-whole models, bead strings, bar models	Part-whole models, objects or similar, double sided counters, bead strings, number cards, tens frames, number lines, numicon, bar models

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Multiplication & Division: Solve Problems	⇒ 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	Summer 1	Total, equal groups, unequal groups, 'something' groups of 'something', columns, rows, array, double, share, group	Skip counting in 2s, 5s and 10s; grouping; doing repeated addition; doubling; using arrays, bead strings, number lines for counting	Arrays, hundred squares, bead strings, tens frames
Fractions: Recognise and Write	⇒ 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	Summer 2	Half, one of two equal parts, quarter, one of four equal parts, whole, parts, groups, unequal groups, equal groups, parts, a quarter full, half full, full	Sharing equally between two and four groups, folding shapes, shading/ colouring, using concrete manipulatives	2-D shapes, counters/ objects, sorting hoops, containers
Algebra	⇒ Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = £ - 9 ⇒ (Note – although algebraic notation is not introduced until Y6, algebraic thinking starts much earlier as exemplified by the 'missing number' objectives from Y1/2/3	-	-	-	-

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Measurement: Using Measures	⇒ Compare, describe and solve practical problems for: ⇒ Lengths and heights [for example, long/short, longer/shorter, tall/short, double/half] ⇒ Mass/weight [for example, heavy/light, heavier than, lighter than] ⇒ Capacity and volume [for example, full/empty, more than, less than, half, half full, quarter] ⇒ Time [for example, quicker, slower, earlier, later] ⇒ Measure and begin to record the following: ⇒ Lengths and heights ⇒ Mass/weight ⇒ Capacity and volume ⇒ Time (hours, minutes, seconds)	Spring 3 Spring 4 Summer 6	Height, length, long, longer, short, shorter, tall, taller, unit, centimetre, measure	Using rulers, non-standard units	Objects to measure, units of measurement, rulers
Measurement: Money	⇒ Recognise and know the value of different denominations of coins and notes	Summer 5	Exchange, coin, pence, pound, value, note, amount	Counting in 2s, 5s and 10s	Coins, notes
Measurement: Time	⇒ Sequence events in chronological order using	Summer 6	Before after, first, next, morning,	Using practical clocks	Sequential cards, day cards, month cards,

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	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		afternoon, evening, today, yesterday, tomorrow, Monday, Tuesday (etc), January, February (etc), calendar, day, month, birthday, o'clock, hour hand, minute hand, clock face, half past, seconds, minutes, hours, faster, slower, earlier, later, longer, shorter		calendars, clocks, stopwatches, sand timers
Geometry: 2-D Shapes	⇒ Recognise and name common 2-D shapes [for example, rectangles (including squares), circle and triangles]	Autumn 3	2-D shape, rectangle, circle, square, triangle, pattern, repeat	Using any known properties to identify, saying the shape names out loud – repeating patterns	2-D shapes, sorting hoops
Geometry: 3-D Shapes	⇒ Recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]	Autumn 3	2-D shape, rectangle, circle, square, triangle, 3-D shape, cube, cylinder, cuboid, pyramid, cone, sphere, surface, face, pattern, repeat	Using any known properties to identify, saying the shape names out loud – repeating patterns	3-D shapes, sorting hoops
Geometry: Position & Direction	⇒ Describe position, direction and movement, including whole, half, quarter and three-quarter turns	Summer 3	Full/half/quarter/three-quarter turn, direction, left, right, forwards, backwards, movement, top, in	Practically turning objects and themselves	2-D shapes, objects, numicon, board games (snakes and ladders, twister), grids

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			between, bottom, above, below		