Year: 1

Maths Yearly Plan

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	**Addition and subtraction.** • Read, write and interpret mathematical statements involving addition (+), subtraction (_) and equals (=) signs. • Add and subtract one-digit and two-digit numbers to 20, including zero.	**Addition and subtraction.** • Read, write and interpret mathematical statements involving addition (+), subtraction (_) and equals (=) signs. • Add and subtract one-digit and two-digit numbers to 20, including zero.	**Addition and subtraction.** • Read, write and interpret mathematical statements 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 • Represent and use number bonds and related subtraction facts within a 20.	**Addition and subtraction.** • Read, write and interpret mathematical statements 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 problems such as 7 = ? _ 9. • Represent and use number bonds and related subtraction facts within 20	**Addition and subtraction.** • Read, write and interpret mathematical statements 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 problems such as 7 = ? _ 9.	**Addition and subtraction.** • Read, write and interpret mathematical statements 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 problems such as 7 = ? _ 9

2		**Multiplication** Solve one-step problems involving multiplication by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.	**Multiplication and 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.	**Multiplication and 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.		**Multiplication and 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.
3	**Measurement Length** • Compare, describe and solve practical problems for: lengths and heights. **Mass** • Measure and begin to record the following: mass/weight.	**Measurement Length** • Measure and begin to record the following: lengths and heights. **Mass** • Compare, describe and solve practical problems for: mass/weight	**Measurement Length** • Measure and begin to record the following: lengths and heights. **Mass** • Compare, describe and solve practical problems for: mass/weight	**Measurement Money** • Recognise and know the value of different denominations of coins and notes. • **Capacity and volume** • Measure and begin to record the following: capacity and volume. • Compare, describe and solve practical problems for: capacity and volume	**Measurement Money** • Recognise and know the value of different denominations of coins and notes.	**Measurement Money** • Recognise and know the value of different denominations of coins and notes.

	Time • Tell the time to the hour. draw the hands on a clock face to show these times.	**Time** Recognise and use language relating to dates, including days of the week, weeks, months and years.	**Time** • Measure and begin to record the following: time (hours, minutes, seconds).		**Time** • Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. • 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.	**Time** • Compare, describe and solve practical problems for: time [for example, quicker, slower, earlier, later.
4	**Number and place value** • 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.	**Number and Place value** • 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.	**Number and Place value** • Read and write numbers from 1 to 20 in numerals and words.	**Number and Place value** • 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.	**Number and Place value** • Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.	

	• Given a number, identify one more and one less. • Read and write numbers from 1 to 20 in numerals and words.	• 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. • Read and write numbers from 1 to 20 in numerals and words. numerals.		• Count in multiples of twos, fives and tens.	• Count in multiples of twos, fives and tens.	
5	**Position and direction** Describe position and direction.		**Position and direction** • Describe position, direction and movement, including whole, half, quarter and three-quarter turns.	**Position and direction** Describe position, direction and movement, including whole, half, quarter and three-quarter turns.		
6	**Properties of shape** • Recognise and name common 2-D shapes	**Properties of shape** Recognise and name common 2-D shapes	**Properties of shape** Recognise and name common 2-D shapes.	**Properties of shape** Recognise and name common 2-D shapes.	**Properties of shape** Recognise and name common 2-D and 3-D shapes	**Properties of shape** Recognise and name common 2-D and 3-D shapes

7	**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.				**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.	