

# St. Mary's C of E Primary

Maths – Year 1 end of year expectations	
National Curriculum objectives	
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; count in multiples of 2s, 5s and 10s
	given a number, identify 1 more and 1 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
Addition and Subtraction	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 one-digit and two-digit numbers to 20, including 0
	solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$
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
Fractions	recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity
	recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity
Measurement	compare, describe and solve practical problems for: <ol style="list-style-type: none"> <li>lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]</li> <li>mass / weight</li> <li>capacity and volume</li> <li>time</li> </ol>
	measure and begin to record the following: <ol style="list-style-type: none"> <li>lengths and heights</li> <li>mass/weight</li> <li>capacity and volume</li> <li>time (hours, minutes, seconds)</li> </ol>
	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, 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
<b>Properties of Shape</b>	recognise and name common 2-D and 3-D shapes, including: i. 2-D shapes ii. 3-D shapes
<b>Position and Direction</b>	describe position, directions and movements, including whole, half, quarter and three-quarter turns