Year 1 Mathematical S	Statements
Numbers and the number system	<ul> <li>read and write numbers from 1 to 20 in numerals and words.</li> <li>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</li> <li>count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens</li> <li>read and write numbers from 1 to 20 in numerals and words.</li> <li>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</li> <li>count, read and write numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least</li> <li>count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tanc</li> </ul>
Calculating: addition and subtraction	<ul> <li>tens</li> <li>given a number, identify one more and one less</li> <li>count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</li> <li>represent and use number bonds and related subtraction facts within 20</li> <li>read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs</li> <li>add and subtract one-digit and two-digit numbers to 20, including zero</li> <li>solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = □ - 9</li> </ul>
Calculating: 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
Visualising and constructing	<ul> <li>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]</li> </ul>
Measuring space	<ul> <li>measure and begin to record the following: lengths and heights; mass/weight; capacity and volume; time (hours, minutes, seconds)</li> <li>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]</li> </ul>
Exploring time	<ul> <li>recognise and use language relating to dates, including days of the week, weeks, months and years</li> <li>sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]</li> <li>tell the time to the hour and half past the hour and draw the hands on a clock face to show these times</li> </ul>
Exploring fractions	<ul> <li>recognise, find and name a half as one of two equal parts of an object, shape or quantity</li> <li>recognise, find and name a quarter as one of four equal parts of an object, shape or quantity</li> </ul>
Mathematical movement	describe position, direction and movement, including whole, half, quarter and three- quarter turns
Exploring money	recognise and know the value of different denominations of coins and notes