Year 1 Curriculum Map - Maths

The teaching of mathematics in **Key Stage 1** should ensure pupils develop confidence and mental fluency with whole numbers, counting and place value. This should involve working with numerals, words and the four operations, including with practical resources (concrete objects, measuring tools, etc.). At this stage, pupils should develop their ability to recognise, describe, draw, compare and sort different shapes and use the related vocabulary. Teaching should also involve using a range of measures to describe and compare different quantities such as length, mass, capacity/volume, time and money.

Ready to progress criteria

Term 1 Number: Numbers to 10 (5 Weeks) Addition and Subtraction (5 Weeks) Geometry: Shape (1 Week)	Term 2 Number: Number to 20 (3 Weeks) Number: Addition and Subtraction (3 Weeks) Number: Numbers to 50 (2 weeks) Measurement: Length and Height (2 Weeks) Weight and Volume (2 weeks)		Term 3 Number: Numbers to 50 then to 100 Multiplication and Division (3 Weeks) Fractions (2 Weeks) Geometry: Position and Direction (1 Week) Number: Numbers to 100 (2 Weeks) Measurement: Money (1 Week) Time (2 Weeks)	
Concrete and Pictorial				
Identify and represent numbers (0-10) using concrete objects and pictorial representation **including number lines**	Identify and represent numbers (0-20) using concrete objects and pictorial representation **including number lines**	Identify and represent numbers (0-50) using concrete objects and pictorial representation.	Identify and represent numbers (0-100) using concrete objects and pictorial representation **including number lines.** .	
Number and place value				
Read and write numbers from 1 – 10 in digits and words.	Read and write numbers from 1 – 20 in digits and words	Read and write numbers from 1 – 50 in digits and words	**1NPV-1**Count to and across 100, forwards and backwards from a given number or from 0 or 1.	
Given a number, identify one more and one less.	1NPV-2 Reason about the location of numbers to 20 within the linear number system, including comparing using <, > and =	Given a number, identify one more and one less.		
Compare numbers using fewer, more, same, less than, greater than, equal to Compare and order numbers to 10	Given a number, identify one more and one less.	Recognise the place value of two digit numbers (tens and ones).	Given a number, identify one more and one less. .	
Use place value and number facts to solve problems.	Recognise the place value of two digit numbers (tens and ones).	Use place value and number facts to solve problems.	Use place value and number facts to solve problems.	
	Use place value and number facts to solve problems.		Read and write numbers from 1 – 100 in digits and words	
Count, read and write numbers				
Count on from any number Count on from any number	Count on from any number	Count in groups of 10	Count in ones and twos to 50, fives and tens to 100.	Count in ones, twos to 20.
Count backwards within 10 Count backwards within 10	Count backwards within 20	Count on from any number	Count in ones, twos to 20 and fives to 50. Order numbers to 20.	**1NF–2** count forwards and backwards through the odd numbers.
Read and write numbers from 1 – 10 in digits and words. Read and write numbers from 1 – 10 in digits and words.	Read and write numbers from 1 – 20 in digits and words.	Count backwards within 50		**1NF-2** Count in ones, twos, fives and tens to 100
		Read and write numbers from 1 – 20 in digits and words.		Count coins (1p, 2p, 5p, 10p, 20p and 50p)
Addition and Subtraction				
Add and subtract one-digit numbers to 10 including zero (Concrete, Pictorial).	Add and subtract one-digit and two-digit numbers to 20 including zero (Concrete, Pictorial, Read, and Written).			
1NF-1 Develop fluency in addition and subtraction facts within 10	**1NF-2** Use concrete objects, pictures, read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs (0-20)			
1AS–1 partition numbers to 10 into parts, including recognising odd and even numbers.	**1AS-1**Represent and use number bonds and related subtraction facts within 20.			
	Doubles and near doubles to 20			
	1AS-2 Solve simple one-step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems. e.g. 7 = ? - 9			
			Multiplication and Division (with objects)	
			Link doubling and halving to x2 and ÷2.	Solve simple one-step problems that involve multiplication and division, using concrete objects and pictorial representations. Representations and arrays with the support of the teacher.
			Use concrete objects, pictures, read, write and interpret mathematical statements involving multiplication (x), Division (÷) and equals (=) signs.	
			Count in multiples of 2, 5 and 10.	
			Fractions	
			Recognise, find and name ½ as one of two equal parts of an object (REAL), shape.	Recognise, find and name ½ as one of two equal parts of a quantity.
			Recognise, find and name ¼ as one of four equal parts of an object (REAL), shape.	Recognise, find and name ¼ as one of four equal parts of a quantity.
			Position and direction link to fractions	
			Describe position, directions and movements including half and quarter turns.	
		Measure and begin to record the following:		
		Compare Lengths and heights.	Mass and weight Capacity and volume	Time (hours, minutes, seconds).
		Measure length using objects		

			Measure length in cm		
			Compare, describe and solve practical measure problems (U&A number):		
			Lengths and heights (e.g. long/ short, longer/shorter, tall/short, double/half).	**Mass or weight** (e.g. heavy/light, heavier than/lighter than) **Capacity/volume** (full/empty, more than/less than/the same as, quarter)	
				Time	
				Recognise and use language related to dates.	Tell the time to the hour and half past the hour.
				Including days of the week, weeks, months and years.	Draw the hands on a clock face to show these times.
Money					
					Recognise and know the value of different denominations of coins and notes.
Geometry – Shape, Position and Direction					
	1G-1 Recognise and name 2D shapes e.g. rectangles, squares, circles and triangles.			Describe position, directions and movements including half and quarter turns.	
	1G-1 Recognise and name common 3D shapes e.g. cuboid, cube, pyramids and spheres.			Describe position- left, right, forwards, backwards, above and below	
	1G-2 Compose 2dand 3d shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations.			Ordinal numbers	

Understand and use key vocabulary					
Use fewer, more, same, less than, greater than, equal to	Language of addition and subtraction – Get some more, plus, add, more, altogether, get rid of some, less, subtract, minus, left.	difference	Language of multiplication and division – Same thing lots of times, repeat, times, groups of, equal groups of, grouping / ÷, group, groups of, share, divide	Use chronological language such as: before, after, next, first, today, yesterday, tomorrow.	
Rainbow Challenge					
	Red Count reliably with numbers from 1 – 20 Say 1 more than any number between 0 - 20 Say 1 less than any number between 0 – 20 Add two single digit numbers Subtract two single digit numbers		**Orange** Count in 2s to 20 Count in 5s to 50 Read and write numbers to 20 in digits and words Say 1 more than any number to 50 Say 1 less than any number to 50	**Yellow** Count in multiples of 10 to 100 Count in multiples of 5 to 100 Know all number bonds to 10 by heart Know all doubles to 10 Read & write numbers to 50 in digits and words	