## **Bowmansgreen Primary School**

## Mathematics Curriculum Year Group Overview – Year One



## National Curriculum (Statutory Requirements)

Number and Place Value	Addition and Subtraction	Multiplication and Division	Fractions	Measurement	Geometry: Properties of Shapes	Geometry: Position and Direction
Count to and across	Read, write and interpret	Solve one-step	Recognise, find	Compare, describe and solve practical	Recognise and name	Describe
100, forwards and	mathematical statements	problems	and name a half as	problems for:	common 2-D and 3-D	position,
backwards, beginning	involving addition (+),	involving	one of two equal	<ul> <li>Lengths and heights (for example,</li> </ul>	shapes, including:	direction and
with 0 or 1, or from	subtraction (-) and equals	multiplication and	parts of an object,	long/short, longer/shorter, tall/short,		movement,
any given number.	(=) signs.	division, by calculating the	shape or quantity.	double/half) Mass / weight (for example,	<ul> <li>2-D shapes [for example,</li> </ul>	including whole, half, quarter and
Count, read and write	Represent and use	answer using	Recognise, find	heavy/light, heavier than, lighter than).	rectangles	three-quarter
numbers to 100 in	number bonds and	concrete objects,	and name a	- Capacity and volume (full/empty, more	(including	turns.
numerals; count in	related subtraction facts	pictorial	quarter as one of	than, less than, half, half full, quarter).	squares), circles	
multiples of twos,	within 20.	representations	four equal parts of	- Time (quicker, slower, earlier, later).	and triangles].	
fives and tens.		and arrays with	an object, shape or			
	Add and subtract one-	the support of	quantity.	Measure and begin to record the following:	- 3-D shapes [for	
Given a number,	digit and two-digit	the teacher.		- Lengths and heights	example,	
identify one more	numbers to 20, including			- Mass/weight	cuboids	
and one less.	zero.			- Capacity and volume	(including	
				- Time (hours, minutes, seconds)	cubes), pyramids	
Identify and	Solve one-step problems				and spheres].	
represent numbers	that involve addition and			Recognise and know the value of different		
using objects and	subtraction, using			denominations of coins and notes.		
pictorial	concrete objects and					
representations	pictorial representations,			Sequence events in chronological order		
including the number	and missing number			using language (for example, before and		
line, and use the	problems such as $7 = \Box -$			after, next, first, today, yesterday,		
language of: equal to,	9.			tomorrow, morning, afternoon and evening).		
more than, less than						
(fewer), most, least.				Recognise and use language relating to		
				dates, including days of the week, weeks,		
Read and write				months and years.		
numbers from 1 to 20						
in numerals and				Tell the time to the hour and half past the		
words.				hour and draw the hands on a clock face to		
				show these times.		

## Notes and Guidance (Non-Statutory)

Number and Place Value	Addition and Subtraction	Multiplication and Division	Fractions	Measurement	Geometry: Properties of Shapes	Geometry: Position and Direction
Pupils practise counting (1, 2, 3), ordering (for example, first, second, third), or to indicate a quantity (for example, 3 apples, 2 centimetres), including solving simple concrete problems, until they are fluent.  Pupils begin to recognise place value in numbers beyond 20 by reading, writing, counting and comparing numbers up to 100, supported by objects and pictorial representations.  They practise counting as reciting numbers and counting as enumerating objects, and counting in twos, fives and tens from different multiples to develop their recognition of patterns in the number system (for example, odd and even numbers), including varied and frequent practice through increasingly complex questions.  They recognise and create repeating patterns with objects and with shapes.	Pupils memorise and reason with number bonds to 10 and 20 in several forms (for example, 9 + 7 = 16; 16 - 7 = 9; 7 = 16 - 9). They should realise the effect of adding or subtracting zero. This establishes addition and subtraction as related operations.  Pupils combine and increase numbers, counting forwards and backwards.  They discuss and solve problems in familiar practical contexts, including using quantities. Problems should include the terms: put together, add, altogether, total, take away, distance between, difference between, more than and less than, so that pupils develop the concept of addition and subtraction and are enabled to use these operations flexibly.	Through grouping and sharing small quantities, pupils begin to understand: multiplication and division; doubling numbers and quantities; and finding simple fractions of objects, numbers and quantities.  They make connections between arrays, number patterns, and counting in twos, fives and tens.	Pupils are taught half and quarter as 'fractions of' discrete and continuous quantities by solving problems using shapes, objects and quantities. For example, they could recognise and find half a length, quantity, set of objects or shape.  Pupils connect halves and quarters to the equal sharing and grouping of sets of objects and to measures, as well as recognising and combining halves and quarters as parts of a whole.	The pairs of terms: mass and weight, volume and capacity, are used interchangeably at this stage.  Pupils move from using and comparing different types of quantities and measures using non-standard units, including discrete (for example, counting) and continuous (for example, liquid) measurement, to using manageable common standard units.  In order to become familiar with standard measures, pupils begin to use measuring tools such as a ruler, weighing scales and containers.  Pupils use the language of time, including telling the time throughout the day, first using o'clock and then half past.	Pupils handle common 2-D and 3-D shapes, naming these and related everyday objects fluently. They recognise these shapes in different orientations and sizes, and know that rectangles, triangles, cuboids and pyramids are not always similar to each other.	Pupils use the language of position, direction and motion, including: left and right, top, middle and bottom, on top of, in front of, above, between, around, near, close and far, up and down, forwards and backwards, inside and outside.  Pupils make whole, half, quarter and three-quarter turns in both directions and connect turning clockwise with movement on a clock face.