



Legrave Primary School

Year 1 EEE

Subject: Maths

Legrave Primary School

STRIVING FOR EXCELLENCE, LEARNING FOR LIFE

Yr 1	Emerging	Expected	Exceeding
Number – number and place value	Use number names in order and one-to-one correspondence to count sets of at least 20 objects reliably.	Count to and across 100, forwards or backwards, beginning with 0 or 1, or from any given number.	
	Count to at least 20, forwards and backwards.	Count in multiples of 2s, 5s and 10s.	Count in steps of 2 and 5 from 0, and in 10s to 100, forwards and backwards.
	Read and write numbers to 10.	Count in steps of 10 within 100, starting from any number.	Count in multiples of 3 to at least 30.
	Order numbers from 1 to at least 20 in ascending and descending order.	Read and write numbers from 1 to 100 in numerals, and up to 20 in words (not necessarily spelled correctly).	Read and write numbers to at least 100 in numerals and words.
	Know the number that is 1 more and 1 less than any number up to 20.	Use the place value of each digit to order numbers to 100.	Use place value to compare and order numbers up to 100 sometimes using less than (<), equals (=) and greater than (>) signs correctly.
	Use the language of more than, less than (fewer), most, equal to.	Know the number that is 1 more and 1 less than any number up to 100.	
	Identify and represent numbers to at least 20 using objects, structured apparatus and number lines.	Use the language of least.	Identify and represent numbers using different representations including the number line.
	Use the number facts they know to solve problems.	Identify and represent numbers using objects, structured apparatus and number lines.	Reason about place value and number facts and use them to solve problems.
Number - addition and subtraction	Recall and use addition and subtraction facts for all numbers up to 5 and some facts to 10.	Use place value and number facts to solve simple problems.	Recall and use addition and subtraction facts for all numbers up to 10 fluently.
		Recall and use addition and subtraction facts for all numbers up to 10.	Relate number facts to 10 to adding and subtracting multiples of 10 within 100.
	Using apparatus represent and use number bonds and related subtraction facts within 20.	Solve missing number addition problems involving single-digit numbers.	Begin to recall addition and subtraction facts to 20.
	Add and subtract 1-digit and 2-digit numbers to 20, including zero, using concrete objects, structured apparatus, pictorial representations and basic written methods.	Add and subtract numbers using concrete objects, pictorial representations and the written columnar method including: <ul style="list-style-type: none"> a two-digit number and 1 adding 3 single-digit numbers with a total up to 20. 	Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems at least involving a 2-digit number and 1s or 10s.
		Add and subtract numbers mentally, including: <ul style="list-style-type: none"> 2 single-digit numbers a number up to 20 and 1s. 	Add and subtract numbers using objects, pictorial representations and the written columnar methods including: <ul style="list-style-type: none"> a 2-digit number and 10s adding 2, 2-digit numbers simple cases of subtracting 2-digit numbers adding 3 single-digit numbers.
	Begin to use addition (+), subtraction (–) and equals (=) signs to record their work.	Add and subtract numbers mentally, including: <ul style="list-style-type: none"> 2 single-digit numbers a number up to 20 and 1s. 	Add and subtract numbers mentally, including: <ul style="list-style-type: none"> a 2-digit number and 1s a 2-digit number and 10s 2 simple, 2-digit numbers, which do not involve bridging a 10 adding 3 single-digit numbers.
	Read the mathematical statements they have recorded.	Read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=).	Show that subtraction can't be done in any order.
	Use these skills and approaches to solve single step problems.	Show that addition can be done in any order (commutative).	Solve simple 2-step problems with addition and subtraction, applying increasing knowledge of mental and written methods.
Number - multiplication and division	Count in 10s from 0 to answer questions involving multiplication facts for the 10 multiplication table.	Solve simple 1 or 2 step problems with addition and subtraction.	Recall and use multiplication and division facts for the 10 multiplication table using the appropriate signs (\times , \div and $=$).
	Begin to recall and use doubling and halving facts for numbers up to double 5.	Recall multiplication facts for the 10 multiplication table and use them to derive division facts, and count in steps of 10 to answer questions.	Begin to recall and use multiplication and division facts for the 2 and 5 multiplication tables using appropriate signs.
	Begin to recognise even numbers to 10.	Recall and use doubling and halving facts for numbers up to double 10 and other significant doubles.	Make connections between multiplication and division by 2 and doubling and halving and use these to reason about problems and calculations.
	Solve single step problems involving grouping and sharing by using objects	Recognise odd and even numbers to 20.	Show that multiplication of 2 numbers can be done in any order (commutative).
	Solve simple problems involving grouping and sharing, using objects, pictorial representations and arrays.	Understand multiplication as repeated addition.	
		Recognise odd and even numbers to at least 100. Explain how they know a particular number is odd or is even.	
		Begin to solve simple problems involving multiplication and division.	

Number - fractions	Recognise, find and name a half as 1 of 2 equal parts of an object or shape.	Recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity.	Recognise, find, name and write fractions of a half of a length, shape, set of objects or quantity.
	Recognise and find half of a moveable small set of objects or a quantity.	Begin to solve simple problems involving fractions.	Begin to find $\frac{1}{3}$ and $\frac{1}{4}$ of a small set of objects.
Measurement	Solve simple measure problems in a practical context using direct comparison and non-standard units.	Solve simple measure problems in a practical context using standardised units.	Recognise the equivalence of $\frac{2}{4}$ s and $\frac{1}{2}$ in practical contexts and when counting in fractions.
		Measure and begin to record the following: <ul style="list-style-type: none"> lengths and heights mass/weight volume/capacity time. 	Express simple problems using fraction notation and solve them.
	Sort coins and recognise the value of 1p, 2p, 5p, 10p, 20p, £1 and £2 coins.	Recognise and know the value of different denominations of coins and notes.	Solve problems involving money of the same unit, including giving change, and other measures, including time.
	Begin to recognise the days of the week and sequence the events of a day in chronological order using appropriate language such as before, after, next, morning, afternoon.	Begin to recognise and use the symbols for pounds (£) and pence (p).	Compare and order lengths, mass, volume or capacity and record the results using greater than (>), less than (<) and equals (=).
		Combine amounts to make small values.	Reason about simple multiplicative relationships such as twice as long, 10 times as high.
		Sequence the events of several days in chronological order using appropriate language.	Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest labelled unit using rulers, scales, thermometers and measuring vessels.
		Recognise and use language relating to dates, including days of the week, weeks, months and years.	Recognise and use the symbols for pounds (£) and pence (p)
		Know there are 7 days in a week.	Combine amounts to make a particular value.
		Know the name of the day before or after a given day.	Find different combinations of coins that equal the same amounts of money.
		Tell the time to half past the hour	Compare and order intervals of time.
Geometry - properties of shapes	Recognise, name and describe the properties of 2-D shapes (including: rectangles, squares, circles and triangles).	Recognise, name and describe the properties of common 2-D shapes including pentagons and hexagons.	Recognise, tell and write the times: o'clock, half past and quarter past and begin to recognise quarter to the hour.
	Recognise, name and describe the properties of 3-D shapes such as cuboids (including: cubes, pyramids and spheres).	Recognise, name and describe the properties of common 3-D shapes including cones and spheres.	Draw hands on a clock to show the time on the hour and at half past.
	Sort shapes based on simple properties.	Solve simple problems involving shapes.	Compare and sort common 2-D and 3-D shapes and everyday objects, on the basis of their geometric properties including vertices, sides, edges, faces.
Geometry - position and direction	Respond to and use terms such as first, second and third.		Identify lines of symmetry in a vertical line of 2-D shapes.
	Describe position, directions and movement for whole and half turns.	Describe position, directions and movement, including whole, half, quarter and three quarter turns.	Identify 2-D shapes on the surface of 3-D shapes.
		Solve simple problems involving position and direction.	Solve problems involving shapes and reason about their properties.
Statistics	Begin to group objects into sets according to simple properties.	Interpret and construct simple pictograms where the picture is worth 1 unit.	Order and arrange combinations of mathematical objects in patterns and sequences.
	Answer simple questions by counting the number of objects in a category.	Interpret simple tally charts and block diagrams.	Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line
		Ask and answer questions that require counting the number of objects in each category.	Distinguish between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).
		Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per 100'.	Interpret and construct simple pictograms, tally charts, block diagrams and simple tables (2, 5, 10)
			Ask and answer simple questions that require sorting the categories by quantity, totalling and comparing simple categorical data.