

Vine Core Curriculum

Termly Curriculum Overviews – Maths

Year Group - Year 1

	Autumn	Spring	Summer
Number and Place Value	<ul style="list-style-type: none"> • count to (20), forwards and backwards, beginning with 1 • <u>given a number, identify one more and one less.</u> • identify and represent numbers using objects and pictorial representations including the number line, and use the language of: more than, less than (fewer) 	<ul style="list-style-type: none"> • count to forwards and backwards, beginning with 0 or 1, or from any given number. • <u>given a number, identify one more and one less.</u> • identify and represent numbers using objects and pictorial representations including the number line, and use the language of: more than, less than (fewer), most, least 	<ul style="list-style-type: none"> • count to and across 100 (20), forwards and backwards, beginning with 0 or 1, or from any given number. • <u>given a number, identify one more and one less.</u> • 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
Addition and Subtraction	<ul style="list-style-type: none"> • <u>represent and use number bonds and related subtraction facts to 10</u> • add and subtract one-digit numbers to 20 • read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs • solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations. 	<ul style="list-style-type: none"> • <u>represent and use number bonds and related subtraction facts to and within 20</u> • add and subtract one-digit numbers to 20, including zero • read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs • <u>add and subtract one-digit and two-digit numbers to 20, including zero</u> • solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations. 	<ul style="list-style-type: none"> • <u>represent and use number bonds and related subtraction facts within 20 (to 10)</u> • read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs • <u>add and subtract one-digit and two-digit numbers to 20, including zero</u> • 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	<ul style="list-style-type: none"> • <u>Count in twos</u> • <u>Count in tens</u> 	<ul style="list-style-type: none"> • <u>Count in twos</u> • <u>Count in tens</u> • <u>Count in fives</u> • solve one-step problems involving multiplication by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher 	<ul style="list-style-type: none"> • <u>Count in twos</u> • <u>Count in tens</u> • <u>Know the two and ten timestable</u> • <u>Count in fives</u> • 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	<ul style="list-style-type: none"> • <u>recognise, find and name a half as one of two equal parts of an object, shape or quantity</u> 	<ul style="list-style-type: none"> • <u>recognise, find and name a half as one of two equal parts of an object, shape or quantity</u> 	<ul style="list-style-type: none"> • <u>recognise, find and name a half as one of two equal parts of an object, shape or quantity</u> • recognise, find and name a quarter as one of four equal parts of an object, shape or quantity

Money		<ul style="list-style-type: none"> • recognise and know the value of different denominations of coins and notes 	<ul style="list-style-type: none"> • recognise and know the value of different denominations of coins and notes
Shape and Geometry	<ul style="list-style-type: none"> • recognise and name common 2-D and 3-D shapes, including: <ul style="list-style-type: none"> • 2-D shapes [e.g. rectangles (including squares), circles and triangles] • 3-D shapes [e.g. cuboids (including cubes), pyramids and spheres] 	<ul style="list-style-type: none"> • recognise and name common 2-D and 3-D shapes, including: <ul style="list-style-type: none"> • 2-D shapes [e.g. rectangles (including squares), circles and triangles] • 3-D shapes [e.g. cuboids (including cubes), pyramids and spheres] 	<ul style="list-style-type: none"> • recognise and name common 2-D and 3-D shapes, including: <ul style="list-style-type: none"> • 2-D shapes [e.g. rectangles (including squares), circles and triangles] • 3-D shapes [e.g. cuboids (including cubes), pyramids and spheres] • describe position, directions and movements, including whole, half, quarter and three-quarter turns.
Measure	<ul style="list-style-type: none"> • compare, describe and solve practical problems for: <ul style="list-style-type: none"> • lengths and heights [e.g. long/short, longer/shorter, tall/short, double/half] • measure and begin to record the following: <ul style="list-style-type: none"> • lengths and heights 	<ul style="list-style-type: none"> • compare, describe and solve practical problems for: <ul style="list-style-type: none"> • lengths and heights [e.g. long/short, longer/shorter, tall/short, double/half] • mass or weight [e.g. heavy/light, heavier than, lighter than] • measure and begin to record the following: <ul style="list-style-type: none"> • lengths and heights • mass/weight 	<ul style="list-style-type: none"> • compare, describe and solve practical problems for: <ul style="list-style-type: none"> • 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, quarter] • measure and begin to record the following: <ul style="list-style-type: none"> • lengths and heights • mass/weight • capacity and volume
Time	<ul style="list-style-type: none"> • sequence events in chronological order using language [such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] • recognise and use language relating to dates, including days of the week, weeks, months and years • tell the time to the hour and draw the hands on a clock face to show these times. 	<ul style="list-style-type: none"> • sequence events in chronological order using language [such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] • 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. • compare, describe and solve practical problems for time [quicker, slower, earlier, later] 	<ul style="list-style-type: none"> • sequence events in chronological order using language [such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] • 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. • compare, describe and solve practical problems for time [quicker, slower, earlier, later] • measure and begin to record the following time [hours, minutes, seconds]
Data	<ul style="list-style-type: none"> • Pupils organise and compare information 	<ul style="list-style-type: none"> • Pupils record, collate, organise and compare information 	<ul style="list-style-type: none"> • Pupils record, interpret, collate, organise and compare information