Mathematics	Term 1 Cycle 1	Term 2 Cycle 1	Term 3 Cycle 1	Term 1 Cycle 2	Term 2 Cycle 2	Term 3 Cycle 2
Year 1 Maths				•	•	
Number & Place Value						
 Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number 						
 count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s 						
given a number, identify 1 more and 1 less						
 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 						
 read and write numbers from 1 to 20 in numerals and words. 						
Addition & Subtraction			•	•	•	•
 read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs 						
represent and use number bonds and related subtraction facts within 20						
add and subtract one-digit and two-digit numbers to 20, including 0						
 solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ? - 9. 						
Multiplication & 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. 						
Fractions						
• recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity						

Measurement				
compare, describe and solve practical problems for:				
compare, describe and solve practical problems for.				
lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]				
mass / weight				
capacity and volume				
• time				
Measure and begin to record the following:				
lengths and heights				
mass/weight				
capacity and volume				
time (hours, minutes, seconds)				
recognise and know the value of different denominations of coins and notes				
Sequence events in chronological order using language				
 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.				
Properties of Shapes			•	•
 recognise and name common 2-D and 3-D shapes, including: rectangles (including squares), circles and triangles], cuboids (including cubes), pyramids and spheres]. 				
Position and Direction				
 describe position, directions and movements, including whole, half, quarter and three-quarter turns. 				
Statistics			•	
Handle data using simple tables and charts				