

Position and Direction

- Describe position, direction and movement, including whole, half, quarter and three quarter turns.

We hope that the ideas below will give you some ideas as to how you can support this at home.

- Out in the street; do a number hunt. What numbers can you see on buses? Can you compare numbers on houses? How many lampposts do you walk past on the way to school?
- Doing the washing; can you count in 2's when matching socks? Sort by colour and size or find four shoes that are different sizes and put them in order.
- Time; ask what day is it today? What day is yesterday or tomorrow? Use timers, phones and clocks to measure short periods of time. Count down 10/20 seconds to get to the table or into bed etc. Recognise numbers on the clock. If you cover a number, what number was missing?
- Measuring; Are you taller than a ...? Mark height on the wall. Cut hand shapes out of paper. How many hands long is the Sofa? How long is the table? Which is longer? Who has the biggest hands in our family? How many steps from the gate to the front door?
- Going shopping; Read price tags and isle numbers. Count items into the basket. Find and count coins. Compare weights - which is heavier?
- Shapes; Cut a potato into shapes (Circle, triangle square etc) and use with paint to create pictures and patterns. Cut out shapes from coloured paper/newspaper and arrange into pictures. Go on a shape hunt - Can you find a square in the house? (E.g. windows).



Every Child Counts, Every Moment Counts

Year One

Maths Expectations

The National curriculum expects that by the end of Year 1, your child will be able to...

Number and 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 twos, fives and tens.
- Given a number, identify one more and one 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 and 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 zero.
- Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$.

Multiplication and Division

- Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with support.

Fractions

- Recognise, find and name a half as one of two equal parts of an object, shape or quantity.
- Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Measurement

- Compare, describe and solve practical problems for: lengths and heights [for example, long/short, longer/shorter, tall/short, double/half], mass/weight [for example, heavy/light, heavier than, lighter than], capacity and volume [for example, full/empty, more than, less than, half, half full, quarter], time [for example, quicker, slower, earlier, later].
- 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 [for example, 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.

Properties of Shape

- Recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangles (including squares), circles and triangles] 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].