## Mathematics

## Key Learning Indicators of Performance: Year 1

Number - number and place value

- Count to and across 100, forwards and backwards, beginning with 0 or 1 , or from any given number.
- Count in multiples of twos, fives and tens.
- Read and write numbers to 100 in numerals.
- Read and write numbers from 1 to 20 in numerals and words.
- Begin to recognise the place value of numbers beyond 20 (tens and ones).
- Identify and represent numbers using objects and pictorial representations including the number line (numbers to at least 30 ).
- Use the language of: equal to, more than, less than (fewer) most, least.
- Given a number, identify one more and one less.
- Recognise and create repeating patterns with numbers, objects and shapes.
- Identify odd and even numbers linked to counting in twos from 0 and 1.
- Solve problems and practical problems involving all of the above.
- Read, write and interpret mathematical statements involving addition $(+)$, subtraction $(-)$ and equals $(=)$ signs.within 20
- Add and subtract one-digit and two-digit numbers to 20, including zero (using concrete objects and pictorial representations).
- Solve one-step problems that involve addition and subtraction. using concrete objects and pictorial representations, and missing number problems such as $7=\square-9$.


## Number - multiplication and division

- Recall and use doubles of all numbers to 10 and corresponding halves.
- 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.


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## Number - fractions

- Understand that a fraction can describe part of a whole.
- Understand that a unit fraction represents one equal part of a whole.
- Recognise, find and name a half as one of two equal parts of an object shape or quantity (including measure).
- Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity (including measure).


## Geometry - properties of shapes

Recognise and name common 2-D shapes, including rectangles (including squares), circles and triangles.

- Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres


## Geometry - position and direction

- Describe movement, including whole, half, quarter and threequarter turns.
- Recognise and create repeating patterns with objects and shapes.
- Describe position and direction.


## Measurement

- Measure and begin to record:
- lengths and heights, using non-standard and then manageable standard units ( $\mathrm{m} / \mathrm{cm}$ )
- mass/weight, using non-standard and then manageable standard units (kg/g)
- capacity and volume using non-standard and then manageable standard units (litres/ml)
- time (hours/minutes/seconds)
within children's range of counting competence.
- 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).
- Recognise and use language relating to dates, including days of the week, weeks, months and years.
- Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.
- Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.
- Recognise and know the value of different denominations of coins and notes.


## Statistics

- Sort objects, numbers and shapes to a given criterion and their own.
- Present and interpret data in block diagrams using practical equipment.
- Ask and answer simple questions by counting the number of objects in each category.
- Ask and answer questions by comparing categorical data.

