

# Year 1 Maths Objectives



## Number and place value

- 1a. Counts to and across 10, forwards and backwards, beginning with 0 or 1, or from any given number.
- 1b. Counts to and across 20, forwards and backwards, beginning with 0 or 1, or from any given number.
- 1c. Counts to and across 50, forwards and backwards, beginning with 0 or 1, or from any given number.
- 1d. Counts to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.
- 2a. Counts and reads numbers to 100 in numerals; counts in multiples of twos.
- 2b. Counts and reads numbers to 100 in numerals; counts in multiples of fives.
- 2c. Counts and reads numbers to 100 in numerals; counts in multiples of tens.
- 2d. Writes numbers to 10 in numerals.
- 2f. Writes numbers to 50 in numerals.
- 2f. Writes numbers to 100 in numerals.
3. Given a number, identifies one more and one less.
4. Identifies and represents numbers using objects and pictorial representations including the number line, and uses the language of: equal to, more than, less than (fewer), most, least.
- 5a. Reads numbers from 1 to 20 in numerals and words.
- 5b. Writes numbers from 1 to 20 in numerals and words.

## Number - addition and subtraction

6. Reads, writes and interprets mathematical statements involving addition (+), subtraction (−) and equals (=) signs.
7. Represents and uses number bonds and related subtraction facts within 20.
8. Adds and subtracts one-digit and two-digit numbers to 20, including zero.
9. Solves one-step problems that involve addition using concrete objects and pictorial representations, and missing number problems such as  $9 = n + 2$ .
10. Solves one-step problems that involve subtraction, using concrete objects and pictorial representations, and missing number problems such as  $7 = n - 9$ .

## **Number - multiplication and division**

11. Solves one-step problems involving multiplication, by calculating the answer using concrete objects etc with the support of the teacher.
12. Solves one-step problems involving division, by calculating the answer using concrete objects etc with the support of the teacher.
13. Recalls multiplication facts for the 10 multiplication table and uses them to derive division facts, counting in steps of 10 to answer questions.
14. Recalls and uses doubling facts for numbers up to double 10 and other significant doubles.
15. Recalls and uses halving facts for numbers up to double 10 and other significant doubles.
16. Recognises odd and even numbers to 20.

### Number - Fractions (Decimals & Percentages)

17. Recognises, finds and names a half as one of two equal parts of an object, shape or quantity.
18. Recognises, finds and names a quarter as one of four equal parts of an object, shape or quantity.

## **Measurement**

19. Compares, describes and solves practical problems for lengths.
20. Compares, describes and solves practical problems for heights.
21. Compares, describes and solves practical problems for mass/weight.
22. Compares, describes and solves practical problems for capacity and volume.
23. Compares, describes and solves practical problems for time .
24. Measures and begins to record heights.  
shapes
25. Measures and begins to record lengths.
26. Measures and begins to record mass/weight.
27. Measures and begins to record capacity and volume.
28. Measures and begins to record time (hours, minutes, seconds).
29. Recognises and knows the value of different denominations of coins and notes.
30. Sequences events in chronological order using language.



31. Recognises and uses language relating to dates, including days of the week, weeks, months and years.
32. Tells the time to the hour and half past the hour and draws the hands on a clock face to show these times.



### **Geometry-Properties of shapes**

33. Recognises and names common 2-D shapes including, eg, rectangles (including squares), circles and triangles.
34. Recognises and names common 3-D shapes, eg, cuboids (including cubes), pyramids and spheres.
35. Sorts shapes based on simple properties.

### **Geometry-Position & direction**

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

### **Statistics**

37. Begins to group objects into sets according to simple properties.
38. Answers simple questions by counting the number of objects in a category.