Mathematics Key Learning Indicators of Performance: Year 1

| Number – number and place value | Number – addition and subtraction | Number – multiplication and division |
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| 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. Represent and use number bonds and related subtraction facts 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 = □ - 9. | 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. |

Key Learning Indicators of Performance: Year 1

| ► Understand that a fraction can describe part of a whole. ► Understand that a unit fraction represents one equal part of a whole. ► Recognise ind 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). ► Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres. ► Recognise and name a quarter as one of four equal parts of an object, shape or quantity (including measure). ► Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres. ► Recognise including cuboids (including cubes), pyramids and spheres. ► Recognise and name a quarter as one of four equal parts of an object, shape or quantity (including measure). ► Recognise and name common 3-D shapes, including cuboids (including cuboids (including cuboids (including cuboids)). ► Recognise and name a quarter as one of four equal parts of an object, shape or quantity (including measure). ► Recognise and them manageable standard units (iftres/mi) (hours/minutes/seconds) children's range of counting competence. ► Compare, describe and solve practical problems for having and heights. (for example, long / short, longer / short, double / half). ► Notes treating / short (including whole, half, quarter and three quarter turns. ► Recognise and would with the problems for the analysis of the position of the | Number – fractions | Geometry – properties of shapes | Measurement |
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| Geometry - position and direction Describe movement, including whole, half, quarter and three-quarter turns. Recognise and create repeating patterns with objects and shapes. Describe position and direction. 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 | 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 | (including squares), circles and triangles. Recognise and name common 3-D shapes, including cuboids | ths and heights, using non-standard and then manageable standard units (m/cm) 3/weight, using non-standard and then manageable standard units (kg/g) city and volume using non-standard and then manageable standard units (litres/ml) (hours/minutes/seconds) children's range of counting competence. ▶ Compare, describe and solve practical problems for: ths and heights (for example, long / short, longer / shorter, tall / short, double / half). 3/weight (for example, heavy / light, heavier than, lighter than). city and volume (for example, full/empty, more than, |
| Statistics | | Describe movement, including whole, half, quarter and three-quarter turns. Recognise and create repeating patterns with objects and shapes. | 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. |

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- 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.