



The Eliot Bank and Gordonbrock Schools Federation



MATHEMATICS - YEAR 1 CURRICULUM OVERVIEW

Mathematics Curriculum Map

Year 1	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	Number Place value (within 10)				Number Addition and subtraction (within 10)				Number: Place Value (within 20)		Geometry Shape	Assess, review and consolidate
Spring	Number: Addition and Subtraction (within 20)				Measurement: Weight and volume		Number Place value (within 50)			Measurement Length and height		Assess, review and consolidate
Summer	Number Place value (within 100)			Measurement Money		Number Multiplication and division		Number Fractions		Geometry Position and direction	Measure ment Time	Assess, review and consolidate

Objectives and Vocabulary

Year 1	Strand	Objectives	Vocabulary
	Number Place value	<ul style="list-style-type: none"> Count to and across 100, forwards and backwards, beginning with zero or 1, or from any given number 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 Compare numbers using $<$, $>$ and $=$ signs Read and write numbers from 1 to 20 in numerals and words 	Ten more/less, digit, numeral, figure(s), compare, (in) order/a different order, size, value, between, halfway between, above, below, tens, ones, consecutive, even odd, fluency, facts, hundred square, infinite, partition quantity
	Number Addition and subtraction	<ul style="list-style-type: none"> 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) 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 1-digit and 2-digit numbers to 20, including zero 	Number bonds, number line, number sentence, add, addend, more, plus, make, sum, total, altogether, inverse, double, near double, equals, is the same as (including equals sign), inequality difference between, subtrahend, subtract, take away, minus, missing number problems, commutative, concrete objects, pictorial representations, abstract, count, operation, sign, symbol How many more to make ...?, How many more is ... than ...?, How much more is ...?, How many fewer is ... than ...?, How much less is ...?
	Number Multiplication and division	<ul style="list-style-type: none"> 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 	Once, twice, three, five times, multiple of times, arrays, commutative Multiply, multiply by, repeated addition, array, row, column, double, halve, share, share equally, group in

			pairs, threes, etc., equal groups of, divide, divided by, left over
	Number Fractions	<ul style="list-style-type: none"> ● recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity ● recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity 	Whole, equal parts, four equal parts, one half (as one of 2 equal parts) , two halves, a quarter, two quarters, simple fraction, unit fraction
	Measurement	<ul style="list-style-type: none"> ● 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 	<p>Time, days of the week, seasons, day, week, month, year, weekend, birthday, holiday, morning, afternoon, evening, night, midnight, bedtime, dinnertime, playtime, today, yesterday, tomorrow</p> <p>Chronological order Before, after, next, last, now, soon, early, late, quick, quicker, quickest, quickly , fast, faster, fastest, slow, slower, slowest, slowly, old, older, oldest, new, newer, newest</p> <p>Analogue clock/digital clock Takes longer, takes less time, hour, o'clock, half past, clock, watch, hands, how long ago?, How long will it be to ... ?, How long will it take to ... ?, How often?, always, never, often, sometimes, usually, once, twice, first, second, third, etc., estimate, close to, about the same as, just over, just under, too many, too few, not enough, enough</p> <p>Length, width, height, depth, long, longer, longest, short, shorter shortest, tall, taller, tallest, high,</p>

			<p>higher, highest, Low, wide, narrow, deep, shallow, thick, thin, far, near, close, metre, ruler, metre stick mass weight, capacity volume, measure , measuring tool.</p> <p>How much?, How many?, money, coin, penny, pence, pound sterling, denomination, price, cost, buy, sell, spend, spent, pay, change, dear(er), costs more, costs less, cheaper, costs the same as, total</p>
	<p>Geometry Shape</p>	<ul style="list-style-type: none"> 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] 	<p>Corner (point, pointed), face, side, edge, make, build, draw , circle, circular cone, cube cuboid cylinder, 2 D , 3D, rectangle,square, surface,triangle,</p>
	<p>Geometry Position and direction</p>	<ul style="list-style-type: none"> describe position, direction and movement, including whole, half, quarter and three-quarter turns 	<p>Position Before, after, beside, next to, opposite, apart, between, middle, edge, centre, corner, direction, journey, left, right, up, down, forwards, backwards, sideways, across, close, far, near, along, through, to, from, towards, away from, movement, slide, roll, turn, whole turn, half turn, stretch, bend</p>