

Hook Infant School  
Mathematics Planning Yearly Overview

Year 1

Autumn 1	Spring 1	Summer 1
<p>Problem Solving Number and Place Value</p> <p>Addition and Subtraction Time- chronological events and vocabulary</p>	<p>Problem Solving Addition and Subtraction</p> <p>Shape- 2D and 3D</p>	<p>Problem Solving Number and Place Value</p> <p>Addition and Subtraction Measures – Units of measure for Length, Mass/weight, Volume, Capacity</p>
Autumn 2	Spring 2	Summer 2
<p>Problem Solving Addition and Subtraction</p> <p>Measures – language of comparisons for Length, Mass/weight, Volume, Capacity</p>	<p>Problem Solving Number and Place Value</p> <p>Multiplication and Division Money</p>	<p>Problem Solving Multiplication and Division 2 Shape- Position and Direction Fractions Time- Reading clocks</p>

## Year One Overview

### **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 the support of the teacher.

### **Fractions (including decimals and percentages)**

- 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.

## Geometry - properties of space

- 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].

## Geometry - position and direction

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