



Streetsbrook Infant & Early Years Academy

Maths Curriculum Overview

Year 1

Autumn 1	Number: Place Value - Count to and across 100 beginning with 0 or one, or from any given number. - Count backwards from 100 to any given number - Count, read and write numbers to 100 in numerals. - Given a number identify one more or one less. - Subitising, using numicon, tens frame and Cuisenaire rods. □ Counting in 2s	Number: Addition and Subtraction - Represent and use number bonds and related subtraction facts within 20. - Add and subtract one-digit numbers to 20, including zero. - Explore concept of part, part, whole	Measures: Length and Height □ Compare, describe and solve practical problems for length and height.	
Autumn 2	Number: Place Value - Count to and across 100 beginning with 0 or one, or from any given number. - Count backwards from 100 to any given number. - Count, read and write numbers to 100 in numerals. - Given a number identify one more or one less. - Compare, describe and solve practical problems for length and height. - Introduce base 10 using straws – make a bundle of 10 before making a teen number. - Count bundles of straws (10s)	Money - Recognise all coins used in UK. - Introduce use of notes. - Recognise how many 1 pence coins are equivalent to other coin denominations. - Make a given amount up to 10 or 20 pence using 1 pence coins. - Make a given amount up to 10 or 20 pence using a variety of coins.	Number: Addition and Subtraction - Represent and use number bonds and related subtraction facts within 20. - Add and subtract one digit numbers to 20, including zero. - Compare, describe and solve practical problems for money, length and height. - Focus on addition using tens frames, straws, numicon. - Explore addition of a ten to a number and the addition of ones to a number.	Geometry: Shape - Recognise and name common 2D shapes. - Recognise and name common 3D shapes. - Language relating to properties of 2D and 3D shape

Spring 1	Number: Place Value - Count to and across 100 beginning with 0 or one, or from any given number. - Count backwards from 100 to any given number. - Count, read and write numbers to 100 in numerals. - Given a number identify one more or one less. - Focus on how many more are needed to reach a specific total. - Begin to recognise sequences forwards/backwards, odd and even, explore missing number. - Explore counting in multiples	Number: Addition and Subtraction - Represent and use number bonds and related subtraction facts within 20. - Add and subtract one digit numbers to 20, including zero. - Read, write and interpret mathematical statements involving (+), (-) and (=) signs. - Solve one step problems that involve (+) and (-), using concrete objects and pictorial representations □ Focus on the = sign meaning 'the same as' not the total. - Add and subtract using monetary amounts.	Time - Tell the time to the hour and draw the hands on a clock face to show these times. - Tell the time to half past the hour and draw the hands on a clock face to show these times. - Compare, describe and solve practical problems for time.
Spring 2	Number: Multiplication and Division - Solve one-step problems involving multiplication, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. - Solve one-step problems involving division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. - Counting in multiples and repeated addition - Introduction to multiplication and division. - Money – total groups of 2ps, 5ps, 10ps	Time - Order a sequence of events within a day. - Recognise, name and write the days of the week in order. - Recognise, name and begin to write the months of the year in order. - Use language of time: before, after, yesterday etc.	Geometry: Position □ Describe position of objects.

Summer 1	Number: Place Value - Count to and across 100 beginning with 0 or one, or from any given number. - Count backwards from 100 to any given number. - Count, read and write numbers to 100 in numerals. - Given a number identify one more or one less. - Greater than and Less than symbols. - Money –greater than/less than	Measurement: Weight Compare, describe and solve practical problems for mass and weight.	Number: Fractions - Recognise, find and name a half as one of two equal parts of quantity. - Recognise, find and name a half as one of two equal parts of an object or shape. - Recognise, find and name one quarter as one of four equal parts of a quantity. - Recognise, find and name one quarter as one of four equal parts of an object or shape.	Geometry : Position Describe position, direction and movement, including whole, half, quarter and threequarter turns.
Summer 2	Number: Place Value - Count to and across 100 beginning with 0 or one, or from any given number. - Count backwards from 100 to any given number. - Count, read and write numbers to 100 in numerals and words - Given a number identify one more or one less. (0-100) - Compare, describe and solve practical problems for measurement including money. - Link to a seaside shop or post office.	Measurement: Volume - Compare, describe and solve practical problems for capacity and volume. - Create a seaside drink using 1 cup of, $\frac{1}{2}$ cup of etc. - Solve problems linked to number bonds.	Geometry: Shape - Recognise and name common 2D shapes. - Recognise and name common 3D shapes. - Describe shapes using mathematical language. - Identify and name shapes from a mathematical description.	Number: Four Operations - Represent and use number bonds and related subtraction facts within 20. - Add and subtract one digit numbers to 20, including zero. - Solve one-step problems involving multiplication, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. - Solve one-step problems involving division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher - Calculations and problem solving using measurements, including money and time.