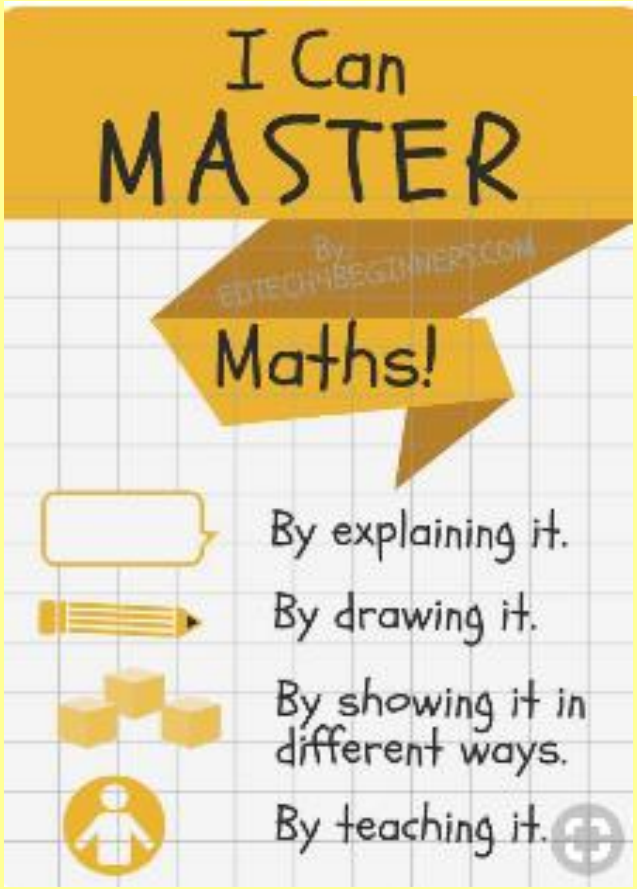
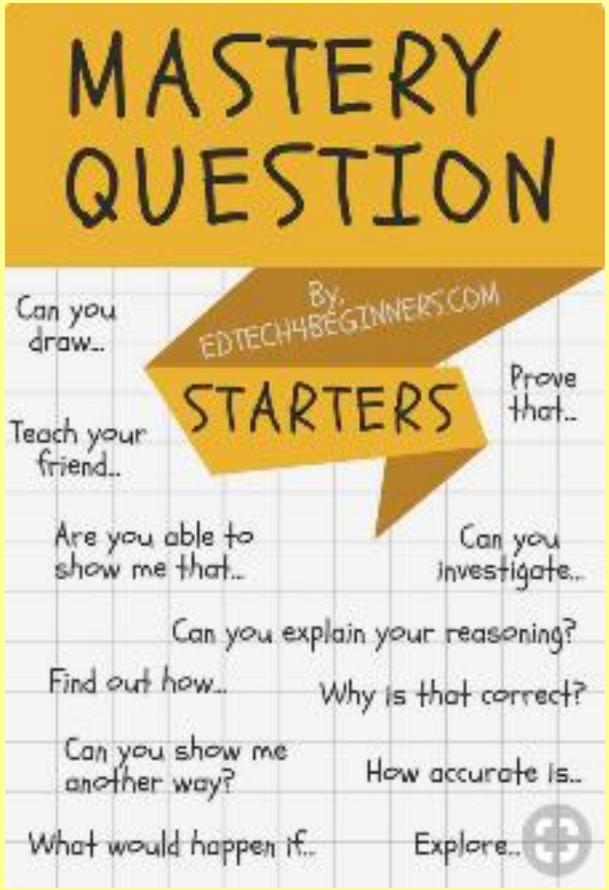
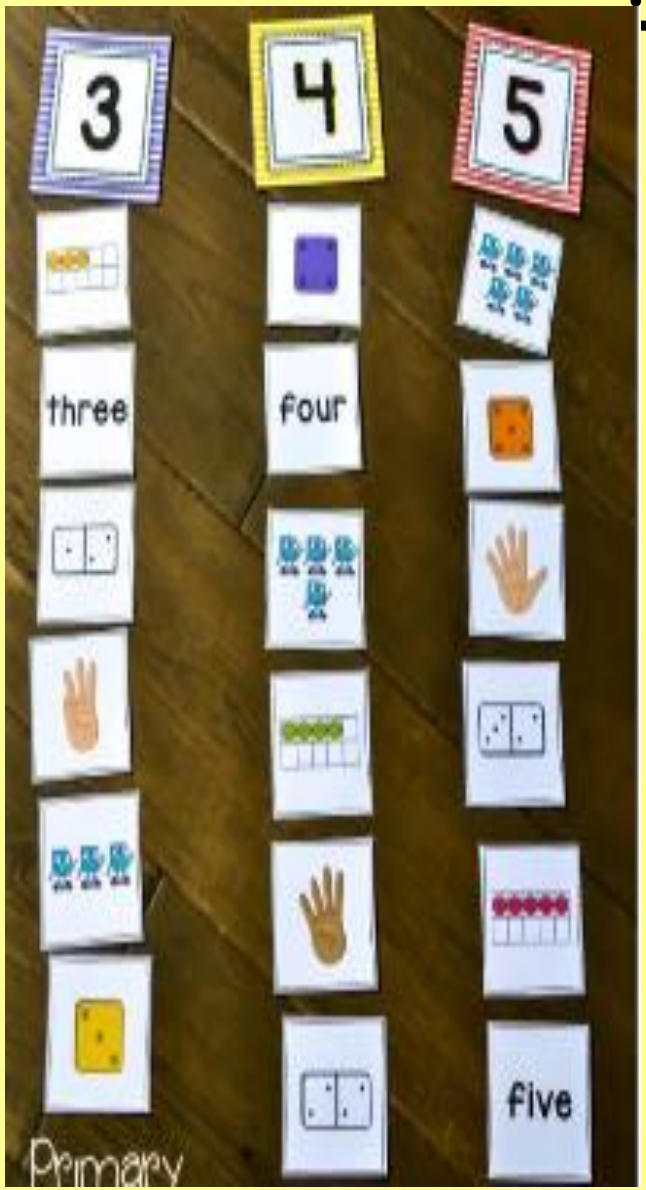
Maths in Year 1

White Rose Maths





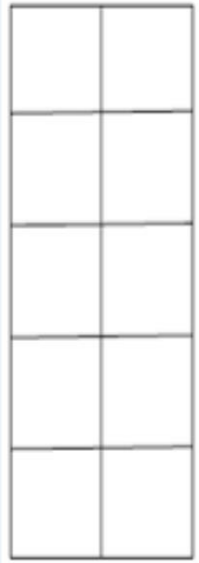
Place Value



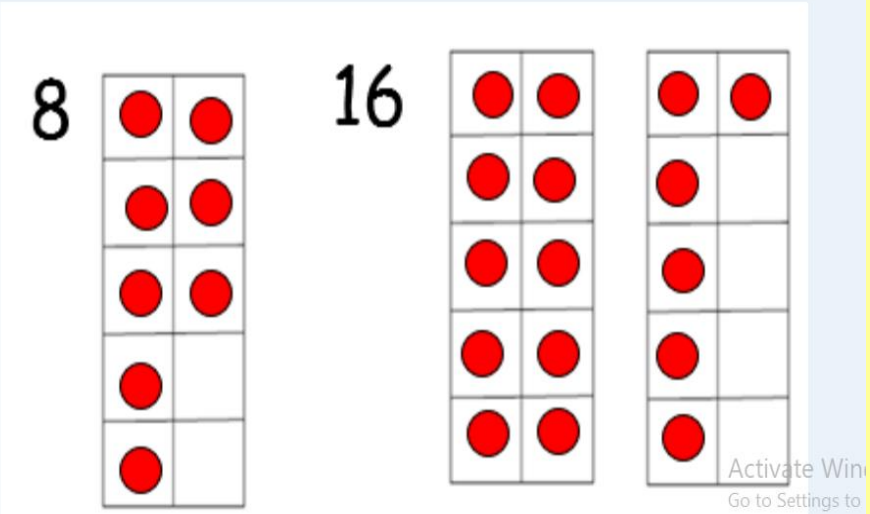
- We focus on:
- Number formation
- What the number looks like in a variety of ways
- More than less than
- Greater then and less than using < >

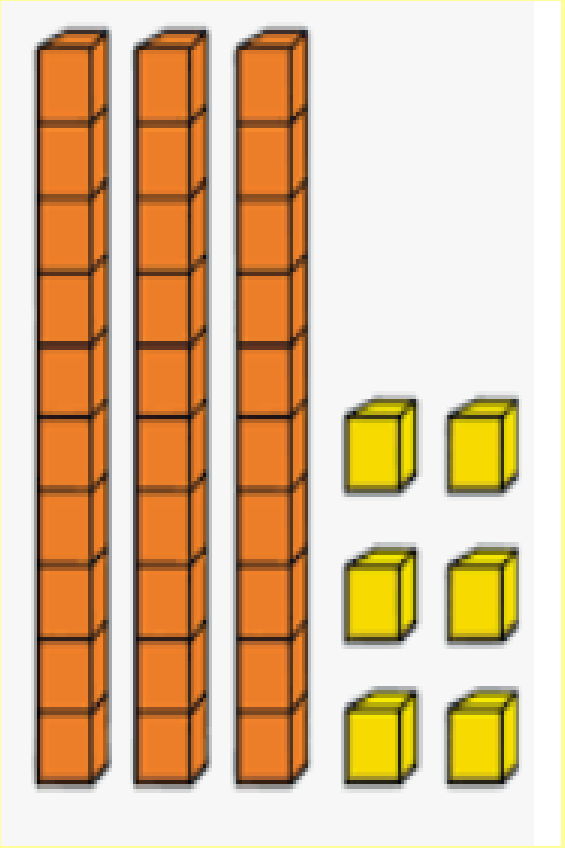
Place Value

- To help the children with their counting and number recognition we use ten frames.



This is how we show a number:





Addition and Subtraction

- National Curriculum:
- 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 0
- solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ? – 9

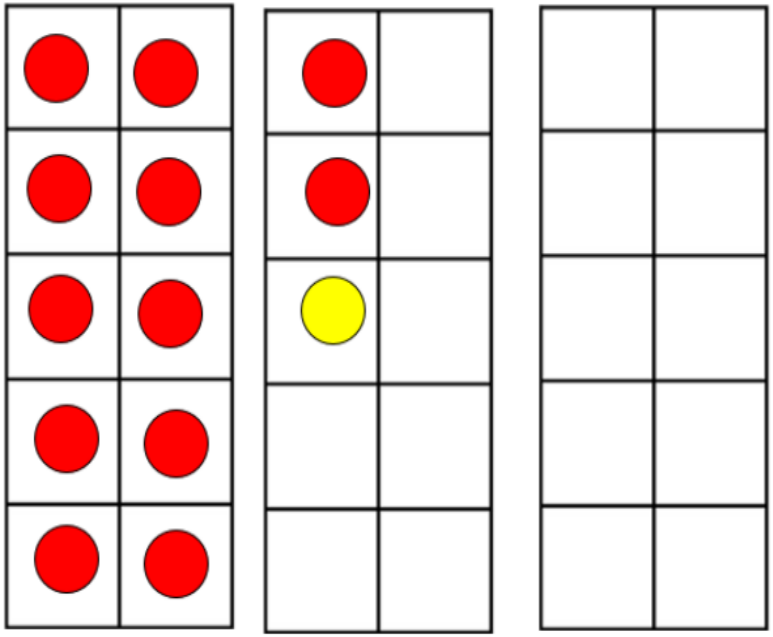
Addition and Subtraction

Using ten frame examples:

12 + 1 = 13

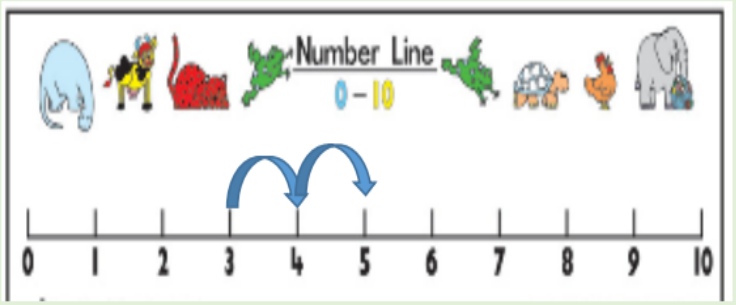
How many ten frames do I fill up? 12 = 1 ten and 2 ones

+ 1

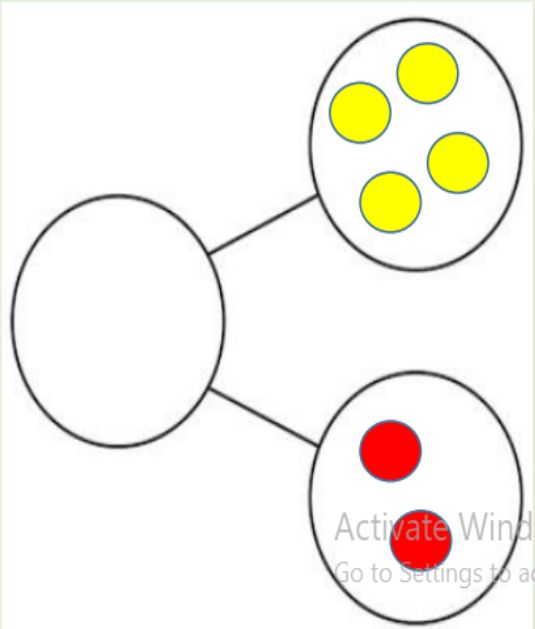


There are 13 altogether

Number line



Part whole

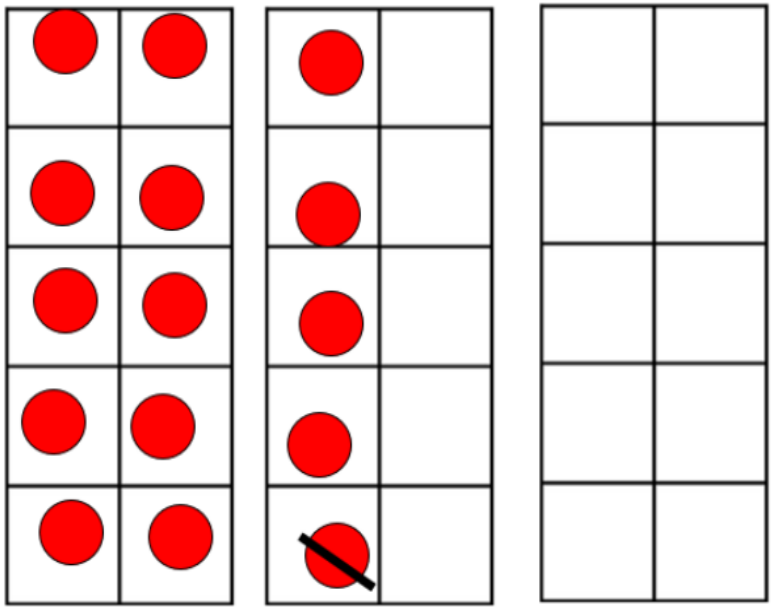


Addition and Subtraction

15 – 1 =

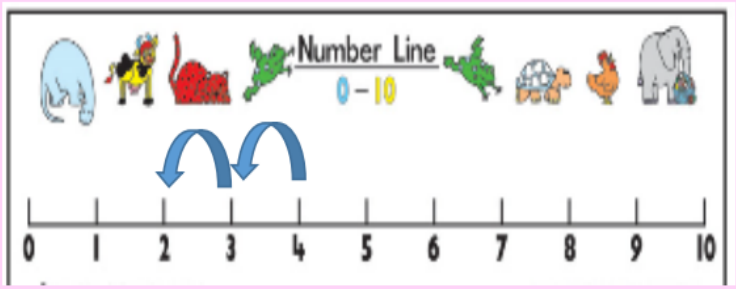
15 = "one ten and 5 ones that means one full ten frame and half a ten frame"

"To take away 1 I need to cross out 1 red circle"

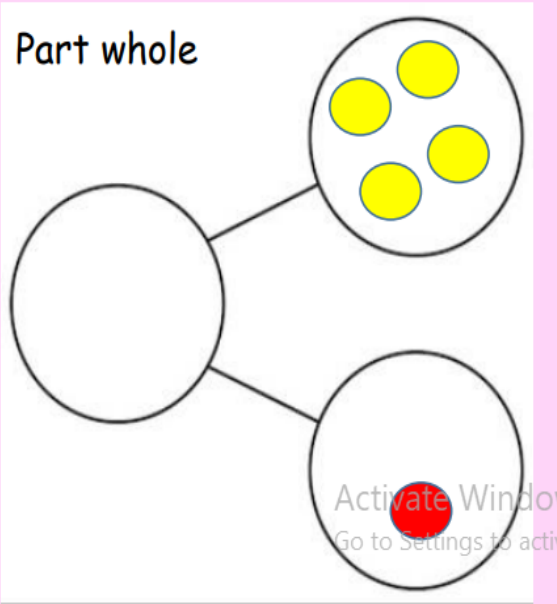


"There are 14 left"

Number line

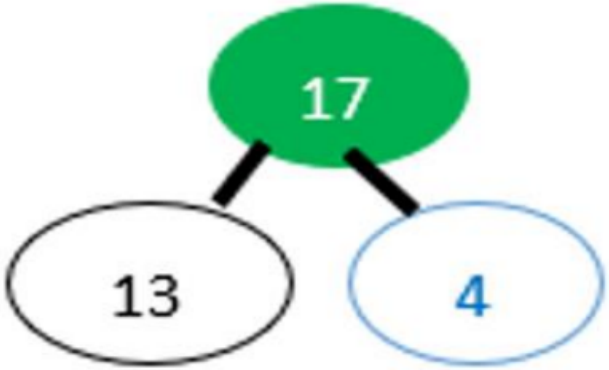


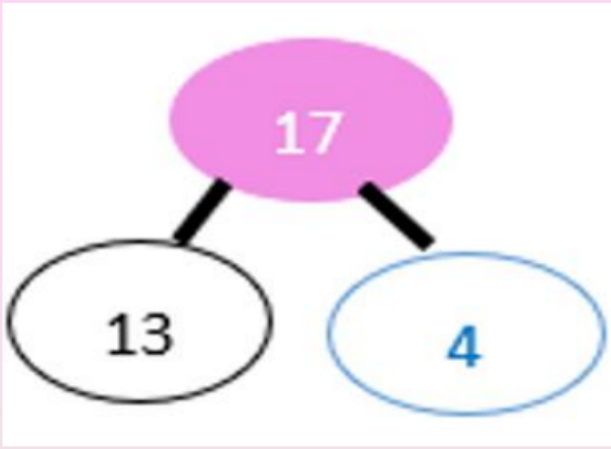
Part whole



Addition and Subtraction

Part whole for + and – creates 8 equations





13 + 4 = 17
4 + 13 = 17
17 = 4 + 13
17 = 13 + 4

17 – 4 = 13
17 – 13 = 4
4 = 17 – 13
13 = 17 – 4

Multiplication and Division

Number – multiplication and division

Statutory requirements

Pupils should be taught to:

- 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.

Number – fractions

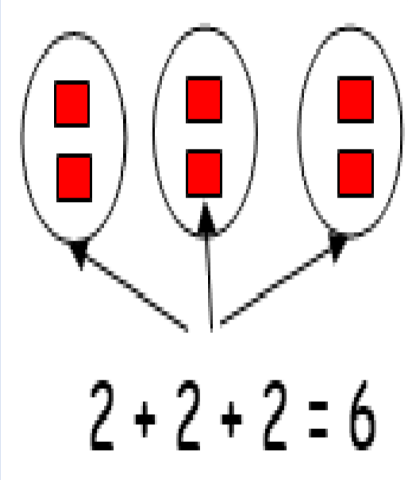
Statutory requirements

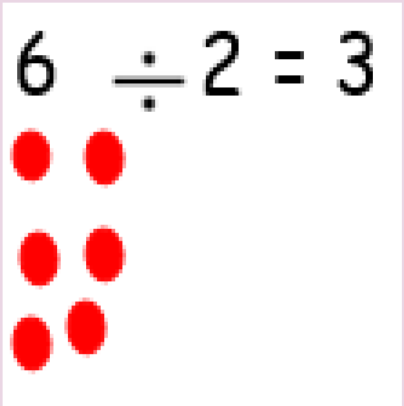
Pupils should be taught to:

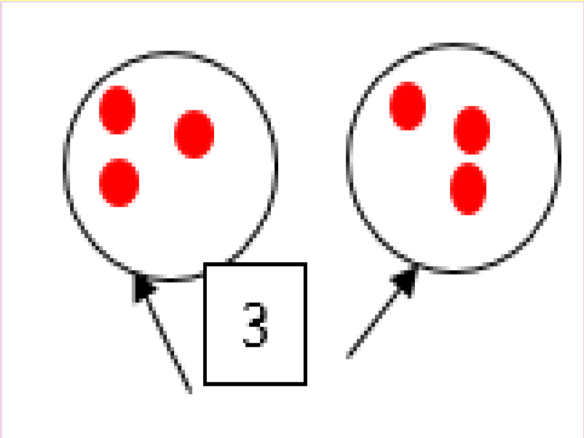
- recognise, find and name a half as one of two equal parts of an object, shape or quantity
- recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Multiplication and Division

- 3 x 2 =
- Groups of/ bowls
- 2,5,10 times tables







Counting in 2s 5s 10s

Fractions

Number – fractions

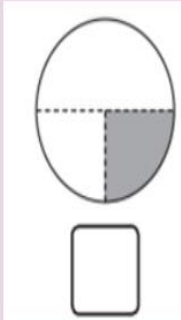
Statutory requirements

Pupils should be taught to:

- 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.

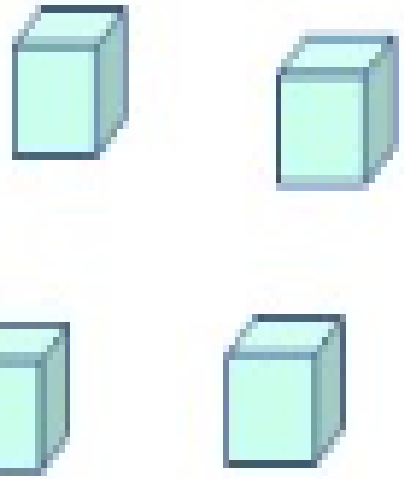
Fractions

Half and quarter



- Of amounts and shape
- Which is ¼
- Circle half
- Equal

Circle half of the stars.



There are _____ cubes.

Half of _____ is _____.

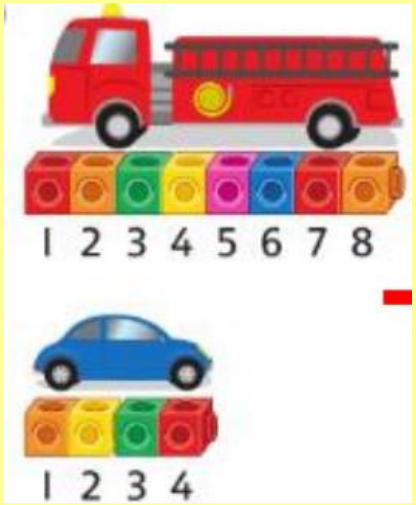
Measurement

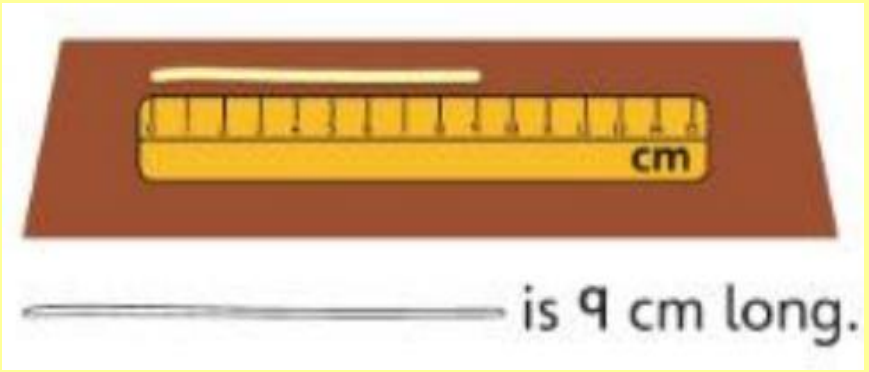
Statutory requirements

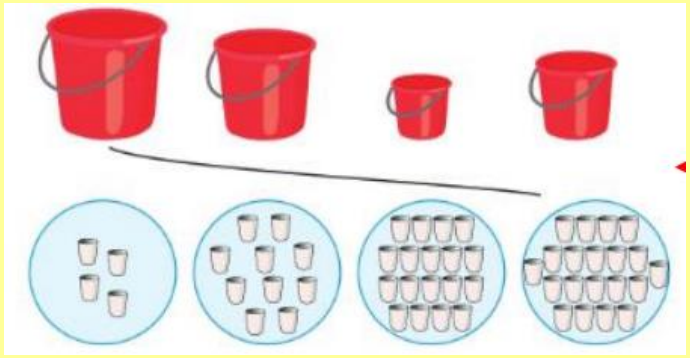
Pupils should be taught to:

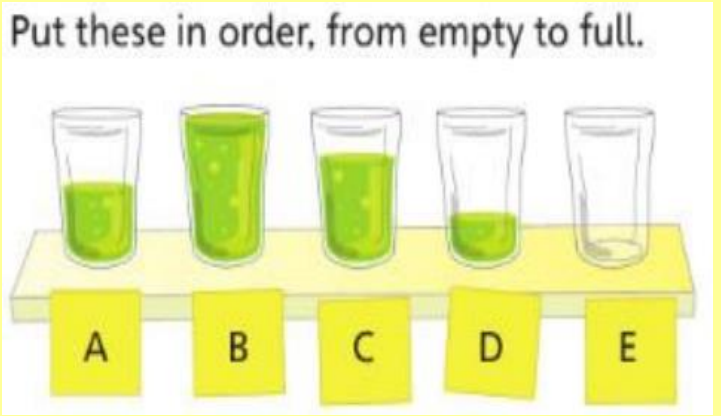
- compare, describe and solve practical problems for:
  - lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]
  - mass/weight [for example, heavy/light, heavier than, lighter than]
  - capacity and volume [for example, full/empty, more than, less than, half, half full, 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.

Measurement





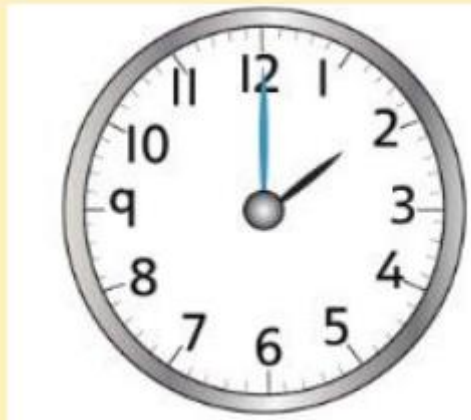




Measurement

1 a) What does Maya do **before** school?

b) What does Maya do **after** school?



Geometry

Geometry – properties of shapes

Statutory requirements

Pupils should be taught to:

- 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].

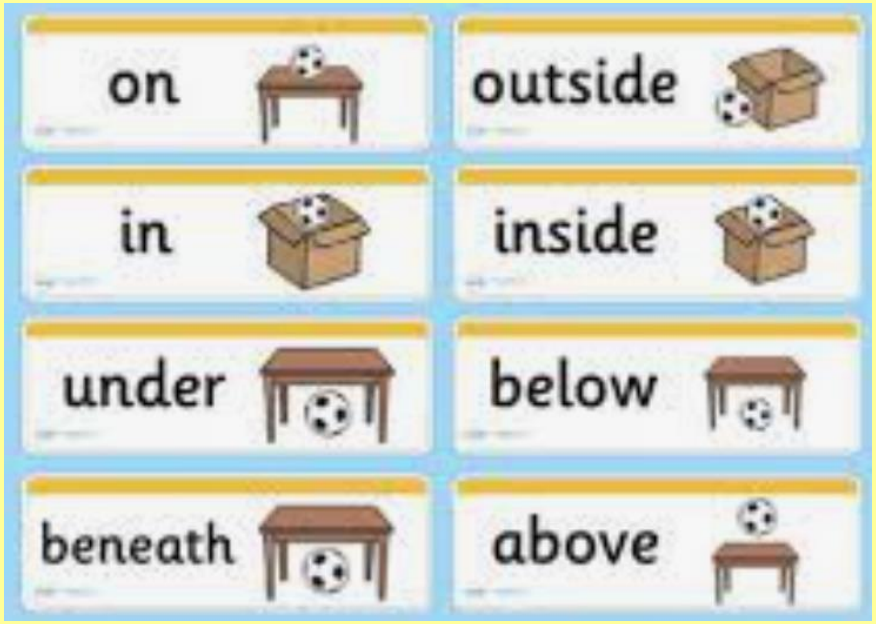
Geometry – position and direction

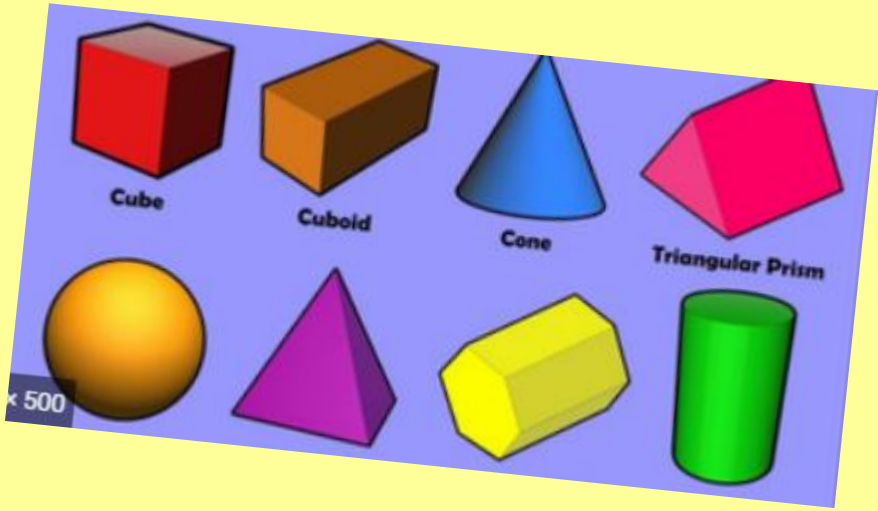
Statutory requirements

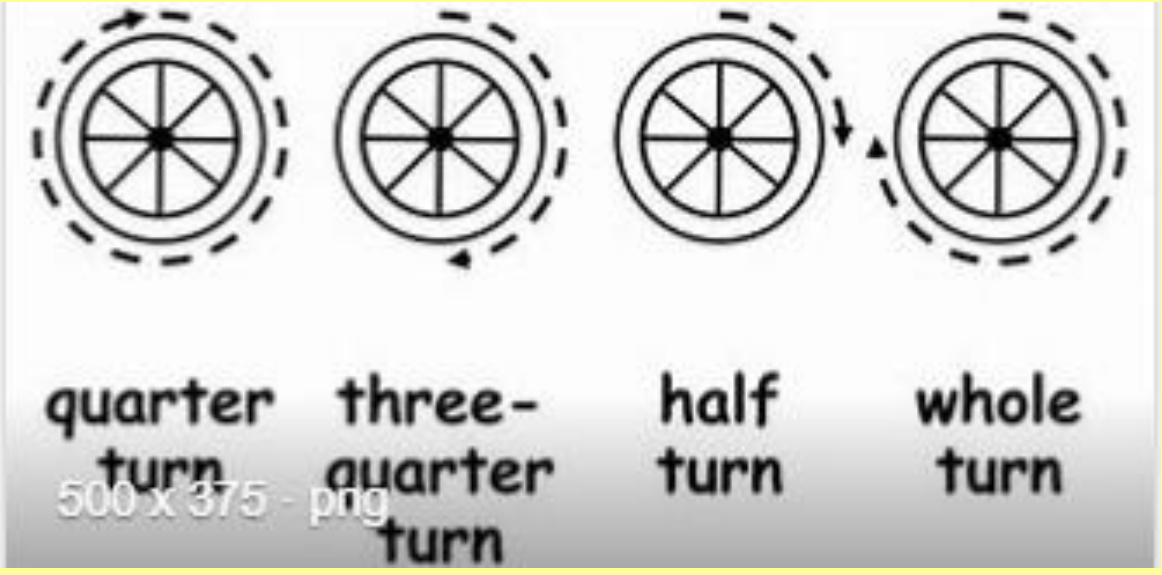
Pupils should be taught to:

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

Geometry


on
outside
in
inside
under
below
beneath
above


Cube
Cuboid
Cone
Triangular Prism


quarter turn
three-quarter turn
half turn
whole turn
500 x 375 - png