



Year 1

Maths

NP7 - Say if a number is equal to, more than, less than, the most or least.

NP6 - Count in multiples of 2, 5 and 10.

NP5 - Count to and across 100 forwards and backwards.

NP4 - Read and write numbers up to 100 in digits.

NP3 - Find one more than and one less than a given number.

NP2 - Read and write numbers from 1 to 20 in words.

NP1 - Read and write numbers from 1 to 20 in digits.

NUMBER AND PLACE VALUE

AS6 - Solve one-step problems using subtraction.

AS6 - Solve one-step problems using addition.

AS5 - Subtract 1-digit and 2-digit numbers up to 20.

AS4 - Add 1-digit and 2-digit numbers up to 20.

AS3 - Know and use number bonds to 20 to subtract.

AS2 - Know and use number bonds to 20 to add.

AS1 - Read, write & understand calculations with + - and = signs.

ADDITION AND SUBTRACTION

MD9 - Solve one-step division problems.

MD8 - Solve one-step multiplication problems.

MD7 - Recall 10 times table at speed.

MD6 - Recall 5 times table at speed.

MD5 - Use arrays to multiply.

MD4 - Complete simple number patterns.

MD3 - Share and group small amounts.

MD2 - Double single digit numbers.

MD1 - Recall 2 times table at speed.

MULTIPLICATION & DIVISION

M9 - Solve measurement problems.

M8 - Tell the time to the hour and half past hour.

M7 - Begin to measure and record time.

M6 - Begin to measure and record capacity and volume.

M5 - Begin to measure and record lengths, heights and mass/weights.

M4 - Know the value of different coins and notes.

M3 - Know and use words relating to the dates such as weeks and months.

M2 - Know and use words relating to the days of the week.

M1 - Sequence events in order.

MEASUREMENTS

FD7 - Solve quarter and half problems.

FD6 - Recognise and find half of an amount.

FD5 - Recognise and find a quarter of an amount.

FD4 - Recognise and find a quarter of shapes.

FD3 - Recognise and find a quarter of objects.

FD2 - Recognise and find half of a shape.

FD1 - Recognise and find half of objects.

FRACTIONS & DECIMALS

G5 - Describe movement.

G4 - Describe position.

G3 - Describe direction.

G2 - Recognise and name 3-D shapes.

G1 - Recognise and name 2-D shapes.

GEOMETRY