

Year 1 – Overview of Learning Outcomes

Year 1 – Learning Outcomes Overview For Maths						
Weeks	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	<ul style="list-style-type: none"> - Compare objects. - Use the correct language to compare objects. - Use resources to help us compare objects. - Compare two or more objects. 	<ul style="list-style-type: none"> - Use a part-part-whole model to show a group portioned into two parts. - Understand that the part-part whole model can be shown in a different way. - Represent the whole and parts with numerals. 	<ul style="list-style-type: none"> - Count a set of objects and match the spoken number to the written numeral and number name. - Represent the numbers 6 to 10 using a five and a bit structure using tens frames. - Represent the numbers 6 to 10 using a five and a bit structure using part whole and bar models. 	<ul style="list-style-type: none"> - Practically explore an addition story. - Use a pictorial representation to explore an addition story. - Introduce an abstract representation alongside a pictorial representation when exploring an addition story. 	<ul style="list-style-type: none"> - Explore one more than and one less than. - Understand that adding one gives one more. - Understand that subtracting one gives one less. - Confidently apply our skills of finding one more and one less. 	<ul style="list-style-type: none"> - Use the ten and a bit structure to solve subtraction problems. - Identify whether a 2 digit number is odd or even. - Double numbers from 5-10. - Know that halving is the opposite of doubling.
2	<ul style="list-style-type: none"> - Count confidently from 0 to 10. 	<ul style="list-style-type: none"> - Use a part-whole model to represent 	<ul style="list-style-type: none"> - Use a different way to represent a 	<ul style="list-style-type: none"> - Use a tens frame when exploring an addition story. 	<ul style="list-style-type: none"> -Confidently apply our skills to find one more and one less. 	<ul style="list-style-type: none"> - Use our knowledge of addition facts within 10 and apply

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	<ul style="list-style-type: none"> - Identify and record the number of objects in a set - Identify and record the number of pictures in a set. - Compare and count objects in a set. 	<p>a whole partitioned into two groups.</p> <ul style="list-style-type: none"> - Use a part-whole model to represent a whole partitioned into two groups. - Use a part-whole model to represent a whole partitioned into more than two groups. - Use a part-whole model to represent a whole partitioned into more than two groups. 	<p>number in a part whole model.</p> <ul style="list-style-type: none"> - Represent numbers from 6-10 using either a tens frame or a part whole model. - Find the missing numbers using a part whole model. - Develop our reasoning skills. 	<ul style="list-style-type: none"> - Practically explore a subtraction story. - Use a pictorial representation to explore a subtraction story. - Introduce an abstract representation alongside a pictorial representation when exploring a subtraction story. 	<ul style="list-style-type: none"> - Practically explore consecutive numbers to discover that they have the difference of one. - Identify expressions with a difference of one. - Apply our skills to solve missing number problems. 	<p>this to addition facts within 20.</p> <ul style="list-style-type: none"> - Use our knowledge of subtraction facts within 10 and apply this to subtraction facts within 20. - Count how many there are altogether by counting in 2s. - Efficiently count in groups of two.
3	<ul style="list-style-type: none"> - Know what they symbols $<$, $>$ and $=$ mean. - Practically compare a quantity using the symbols $<$, $>$ and $=$. - Correctly use the $<$, $>$ and $=$. - Use what we already know to help us 	<ul style="list-style-type: none"> - Develop and secure our fluency and cardinality in counting. - Subitise numbers 1-5. - Link number names, numerals and quantity. 	<ul style="list-style-type: none"> - Identify one more and one less than using numbers 1-10. - Place numbers on a number line to 10. - Estimate where number lie on a number line from 0-10. 	<ul style="list-style-type: none"> - Find the answer to a subtraction story using concrete resources. - Practically find the missing augend. - Practically find the missing addend. - Practically find the missing sum. 	<ul style="list-style-type: none"> -Fluently identify the previous/next odd/even numbers. -Know that when two is added to an odd number, the sum is odd and when two is added to an even number 	<ul style="list-style-type: none"> - Count how many there are altogether by counting in 10s. - Efficiently count in groups of ten. - Count how many there are altogether by counting in 5s. - Efficiently count in groups of five.

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	answer a related question.	- Represent numbers by using either pictorial or concrete resources.	- Use comparative language and symbols.		the sum will be even. -Apply our knowledge of subtracting two.	
4	-- Use what we already know to help us answer a related question. -Compare an irregular set. - Record a number expression	- Know that ordinal numbers indicate a single item or event. - Partition five into two parts. - Partition five into three parts. - Find how many different ways there are to partition 5.	- Identify odd and even numbers using numbers 1-10. - Skip count in groups of two. - Investigate odd and even numbers to 10. - Partition number 10	- Practically explore the inverse of addition and subtraction. - Use a pictorial and abstract representation to show the inverses. - Use our knowledge of the inverses to make our own first, then and now story. - Reflect on our knowledge on adding and subtracting.	- Know when zero is added or taken away from a number, the number remains unchanged. - Know that if we subtract a number from itself it gives a difference of zero. - Know that when we double a number it will always be an even.	-Identify the value of a 1p coin. - Know the value of a 1p, 2p, 5p and 10p coin. - Know that a single coin can be worth the same as several pennies. - The number of coins in a set is different to the value of the coin.
5	- A whole can be represented as a whole object.	- Partition five in a systematic way - Know that if we know one part, we	- Combine two or more parts to make a whole.	- Know that if we change the order of the addends the	- Know how many ones are in a teen number.	- Know the number of coins in a set is different to the value of the coin.

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	<ul style="list-style-type: none"> - Identify that wholes can be different sizes. - That half of an object is not whole. 	<p>can find the other part.</p> <ul style="list-style-type: none"> - The number before a given number is one less and the number after is one more. - Partitioning can be represented using the bar model. 	<ul style="list-style-type: none"> - Know that addends can be represented in any order. - Know that the = sign can be used to show that the whole and the sum of the parts are equal. - Explore that the = sign can be used to show that the whole and the sum of the parts are equal. 	<p>sum remains the same.</p> <ul style="list-style-type: none"> - Use first, then and now stories to show commutativity. - Use a measurement story to show commutativity. 	<ul style="list-style-type: none"> - Record the quantities symbolically. - Identify one more and one less using teen numbers. - Estimate the position of teen numbers on a number line. 	<ul style="list-style-type: none"> - Know the number of coins in a set is different to the value of the coin. - Compare different sets of money. - Use our knowledge of counting in groups of two, five and ten to work out how many coins are needed to make a given value.
6	<ul style="list-style-type: none"> - Split wholes into more than two ways. - Identify a whole group which is a full group of objects. - Know that a full group doesn't have to all be exactly the same. - Identify a group that is not a whole. 	<ul style="list-style-type: none"> - Compose block images - Copy, extend and develop repeating and radiating pattern block images. - Compose tanagram images. - Investigate tetromino and 	<ul style="list-style-type: none"> - Add parts to find the value of the whole and write the equation. - Find the missing addend in an equation. - Partition a whole into two parts and express this with a subtraction equation. 	<ul style="list-style-type: none"> - Practically explore that ten can be partitioned into pairs of numbers that sum ten. - Use a concrete resource to help us find a missing number that sums to ten. 	<ul style="list-style-type: none"> - Partition teen numbers into tens and ones using ten frames and a part whole model. - Systematically partition teen numbers into tens and ones. - Use our knowledge of ten and a bit to 	<ul style="list-style-type: none"> - Compare, describe and solve practical problems for time. - Tell the time to the hour. - Tell the time to half past the hour. - Tell the time to half past the hour.

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		pentomino arrangements	- Make addition and subtraction stories and write equations to match.	- Identify pairs of numbers that sum to ten. - Use our knowledge of pairs of numbers to sum ten to perform subtraction in one step.	solve addition problems. - Use our knowledge of ten and a bit to solve addition problems.	
7	- Understand that a whole can be different quantities of objects. - Split a whole group into a part. - Split a whole group into a part. - Find out how many different ways we can split a group into parts.	- Name common 2D shapes. - Name common 3D shapes. - Sort common 3D shapes.				