

Maths - UK

YFAR 1

Experience Level: **KEY-STAGE 1**

Number of Classes: VARIABLE

Age Range: 5 - 6 YEARS

01

Number - 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.



+91 9953941983



info@omniowl.in

02

03

Number - 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 = ___ 9. Number - 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. Number - fractions 04

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

of an object, shape or quantity.

recognise, find and name a half as one of two equal parts



time.

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compare, describe and solve practical problems for

lengths and heights, mass/weight, capacity and volume,

measure and begin to record the lengths and heights,

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03

mass/weight, capacity and volume, time (hours, minutes, seconds).

Measurement

- 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,
- 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

tomorrow, morning, afternoon and evening].

the hands on a clock face to show these times.

Geometry — properties of shapes

06

recognise and name common 2-D and 3-D shapes, including rectangles (including squares), circles and

triangles, cuboids (including cubes), pyramids and spheres. Geometry — position and direction

describe position, direction and movement, including

whole, half, quarter and three-quarter turns.



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