Being a mathematician in Year One

A year One Mathematician

Number

- I know how to count to 100, forwards and backwards, starting from any number.
- I know how to count, read and write numbers to 100 in numerals.
- I know how to count in multiples of twos, fives and tens.
- I know how to identify one more or one less than a number.
- I know how to identify numbers using objects and pictorial representations including a number line (equal to, more than, less than, most, least).
- I know how to read and write numbers from 1 to 20 in numerals and words.

Calculations

- I know how to recognise and use the addition (+), subtraction (-) and equals (=) signs.
- I know how to use number bonds and related subtraction facts to 20.
- I know how to add two-digit and one-digit numbers to 20.
- I know how to subtract two-digit and one-digit numbers to 20.
- I know how to solve one step problems that involve addition and subtraction.
- I know how to solve missing number problems.
- I know how to solve one step problems involving multiplication and division.

Fractions

- I know how to find and name half of a shape or object.
- I know how to find one half of a quantity.
- I know how to find and name quarter of a shape or object.
- I know how to find one quarter of a quantity.

Measurement

- I know how to compare, describe and solve practical problems for lengths and heights, mass/weight, capacity and volume, and time.
- I know how to measure and begin to record lengths and heights, mass/weight, capacity and volume, and time.
- I know the value of the different coins and notes.
- I know how to sequence events in chronological order.
- I know how to use language related to days, weeks, months and years.
- I know how to tell the time - o'clock.
- I know how to tell the time – half past.
- I know how to draw hands on a clock face.

Shape

- I know how to recognise and name 2D shapes (squares, oblong, circle, triangle)
- I know how to recognise and name 3D shapes (cube, cuboid, pyramid, sphere).
- I know how to describe position, direction and movement including whole, half, quarter and three-quarter turns.