MathsMap RouteMap Year 1

Strand / Tier	Number and Place Value, approximation and estimation/rounding	Addition, Subtraction, Multiplication & Division (Calculation)	Fractions, Decimals and Percentages	Measurement	Geometry – Properties of Shape & Position and Direction
11 End of Year 1 Exp's	• Identify and represent numbers using objects to 100 • Identify and represent numbers using pictorial representations to 100 • Identify and represent numbers using a number line to 100 • Use the language of: equal to, more than, less than (fewer), most, least	• 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	• Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity	• Recognise and use language relating to dates, including: ❯ Days of the week ❯ Weeks, ❯ Months ❯ Years	• Describe position, directions and movement, including half, quarter and three-quarter turns
10	• Write numbers from 1 to 20 in words • **Identify one more than any given number up to 100** • **Identify one less than any given number between 1 and 100**	• Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems e.g. as 7 = □ - 9 • Mentally double numbers to 10 (e.g. 10+10=20)	• Begin to recognise, find and name a quarter as one of four equal parts of a quantity	• Sequence events in chronological order using language (e.g. before and after, next, first, today, yesterday, morning, afternoon and evening)	
9	• **Count in multiples of two to 20** • **Count in multiples of five to 50** • **Count in multiples of ten to 100**	• Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs		• **Tell the time:** ❯ **To the hour and draw the hands on a clock face to show these times** ❯ **To half past the hour and draw the hands on a clock face to show these times**	• **Recognise and name common 3D shapes (e.g. cuboids (including cubes), pyramids and spheres)**
8	• **Count numbers to 100 in numerals** • **Read numbers to 100 in numerals** • **Write numbers to 100 in numerals**	• Add one-digit and two-digit numbers to 20, including zero • Subtract one-digit and two-digit numbers to 20, including zero	• Recognise, find and name a quarter as one of four equal parts of a shape	• Recognise and know the value of different denominations of coins and notes	• Begin to recognise quarter and three-quarter turns
7	• **Count forwards to 100 from 0 or 1** • **Count backwards from 100 to 0 or 1** • **Count forwards from numbers above 100** • **Count backwards from numbers above 100** • **Count forwards from any given number** • **Count backwards from any given number**	• Know number pairs/bonds that total 20 • Know number pairs/bonds within 20 (e.g. Bonds to 11, 12, 13, 14, 15) • **Represent and use number bonds and related subtraction facts within 20**	• Recognise, find and name a quarter as one of four equal parts of an object	• Measure and begin to record: ❯ Lengths and heights ❯ Mass/weight ❯ Capacity and volume ❯ Time (hours, minutes, seconds)	• **Recognise and name common 2D shapes (e.g. rectangles (including squares), circles and triangles)** • Know the terms: ❯ Forwards ❯ Backwards ❯ Half turn
6	• **Count forwards from 0 or 1 to 50** • **Count backwards from 50 to 0 or 1** • **Recognise which number is one more for numbers 0 or 1 to 50** • **Recognise which number is one less for numbers 1 or 2 to 50** • Represent quantities from 0 or 1 to 50	• Know number pairs/bonds that total 10 • Know number pairs/bonds within 10 (e.g. Bonds to 5, 6, 7, 8 and 9) • Represent and use number pairs/bonds and related subtraction facts within 10 • Mentally double numbers to 5 (e.g. 5+5=10)	• **Recognise, find and name a half as one of two equal parts of an object, shape or quantity**	• **Compare, describe and solve practical problems for:** ❯ **Lengths and heights** (e.g. long/short, longer/shorter, tall/short, double/half) ❯ **Mass/weight** (e.g. heavy/light, heavier than/lighter than) ❯ **Capacity and volume** (e.g. full/empty, more than, less than, half, half full, quarter) ❯ **Time** (e.g. quicker, slower, earlier, later)	• Describe positions (e.g. behind, on top of)

MathsMap RouteMap Year 1

Strand Points	Number and Place Value, approximation and estimation/rounding	Addition, Subtraction, Multiplication & Division (Calculation)	Fractions, Decimals and Percentages	Measurement	Geometry – Properties of Shape & Position and Direction

5 End of Rec Exp's	• Count forwards to 20, starting at 0
	• Count back from 20 to 0
	• Order numbers 0 to 20
	• Recognise which number is one more for numbers 0 to 20
	• Recognise which number is one less for numbers 0 to 20
	• Represent quantities to 20
		• Solve problems involving doubling
		• Solve problems involving halving
		• Solve problems involving sharing
		• Using quantities and objects, add 1-digit numbers by counting on to find the answer
		• Using quantities and objects subtract two 1-digit numbers by counting back to find the answer
			• Recognise one half of an object or shape	• Use everyday language to :
				  ➢ Compare quantities and objects to solve problems involving size
				  ➢ Compare quantities and objects to solve problems involving weight
				  ➢ Compare quantities and objects to solve problems involving capacity
				  ➢ Compare objects to solve problems involving distance
				  ➢ Compare quantities and objects to solve problems involving time
				  ➢ Compare quantities and objects to solve problems involving money
				  ➢ Measure short periods of times in simple ways (e.g. egg timers)
				  ➢ Order three objects by weight
					• Uses everyday language to solve problems involving position
					• Recognise patterns
					• Create repeating patterns
					• Recreate repeating patterns using multiple variables (e.g. red triangle, blue square, red triangle, blue square, clap, clap, stamp, clap, clap, stamp)
					• Describe patterns
					• Describe the properties of 2D shapes (e.g. flat, sides, corners)
					• Describe the properties of 3D shapes (solid, faces, corners, edges)

4	• Count forward from 0 to 15
	• Count back from 15 to 0
	• Order numbers 0 to 15
	• Recognise which number is one more for numbers 0 to 15
	• Recognise which number is one less for numbers 0 to 15
	• Represent quantities to 15
		• Using quantities, begin to subtract two 1-digit numbers by counting back to find the answer
		• Using quantities, begin to add two 1-digit numbers by counting on
		• Practically half an even number of objects to 10
		• Practically double a number of objects to 5 (e.g. 5 + 5 = 10)
			• Begin to recognise one half of a shape	• Compare quantities and objects using everyday language of:
				  ➢ Size
				  ➢ Weight
				  ➢ Capacity
				  ➢ Distance
				  ➢ Time
				  ➢ Money
				• Orders and sequences familiar events
				• Orders three items by:
				  ➢ Length
				  ➢ Height
				  ➢ Capacity
				• Order two items by weight
					• Selects a particular 3D shape
					• Name a:
					  ➢ Cube,
					  ➢ Cuboid,
					  ➢ Sphere,
					  ➢ Cylinder,
					  ➢ Cone
					• Use familiar objects and common shapes
					  ➢ To create patterns
					  ➢ To recreate patterns
					• Create simple repeating patterns using one variable e.g. red, blue, red, blue, clap, stamp, clap, stamp
					• Use language to talk about position (e.g. beside, next to, between)

3	• Count forward from 0 to 10
	• Count back from 10 to 0
	• Order numbers to 10
	• Recognise one more than numbers to 10
	• Recognise one less than numbers to 10
	• Represent quantities to 10
		• Using objects, subtract two 1-digit numbers by counting back to find the answer	• Begin to recognise half of an object (e.g. an orange)	• Use everyday language to talk about:
				  ➢ Time
				  ➢ Money
				  ➢ Weight
				  ➢ Distance
				• Orders two items by:
				  ➢ Length
				  ➢ Height
				  ➢ Capacity
				• Recognise coins 1p 2p 5p 10p 20p
					• Selects a particular named 2D shape e.g. can hand you a square
					• Name a:
					  ➢ Circle
					  ➢ Triangle,
					  ➢ Square
					  ➢ Rectangle
					• Use familiar objects and common shapes to build objects
					• Use familiar objects to create their own simple pattern

2	• Count forward to 5 • Count back from 5 • Order numbers to 5 • Recognise which number is one more for numbers 0-5 • Recognise which number is one less for numbers 0-5 • Represent quantities to 5	• Using objects, add two 1-digit numbers by counting on to find the answer • Begin to understand the vocabulary related to doubling, halving and sharing	• Begin to understand the vocabulary of half	• Use everyday language to talk about size, • Use everyday language to talk about capacity • Understands some talk about immediate past and future (e.g. before later or soon)	• Begin to use the vocabulary of pattern • Shows awareness of similarities of shapes in the environment • Uses positional language (e.g. under, on top, in)
1	• Recites some number names in order • Selects a small number of objects from a group when asked (e.g. give me one)	• Uses language such as more and a lot • Knows that a group of things changes in quantity when something is added or taken away		• Begin to use the language of size • Anticipates specific time based events such as meal time or home time • Begin to categorize objects according to properties such as size	• Notices simple shapes • Notices simple patterns • Begin to categorize objects according to properties such as shape • Begin to talk about the shapes of everyday objects (e.g. round, tall)