

Corporation Road Community Primary School

Year 1 Maths LTP

Maths: Year 1		
Vision: At Corporation Road we wan	nt all of our children t	o be competent mathematicians. We desire our pupils to be able to work confidently with a range of number, represe
we focus on quality first teaching w	hich equips our pupils	s with: a fluency of basic number facts and calculation methods; the ability to apply them to reason and solve problem
them in other subject areas. Pupils	build upon their prior	r knowledge and make links between different concepts in maths. Assessment is used to inform teachers what childre
learning. We want children to unde	erstand that getting th	nings wrong is part of the learning process and develop a growth mind-set. When introducing a new concept, teachers
ensure the children have a depth of	knowledge. Teacher	s move from concrete to pictorial to abstract in order to scaffold the learning effectively. We understand that mather
and encourage this in all lessons. W	/e want our children t	to work together to solve problems and to verbally reason with their peers. We are passionate about children building
understanding in all mathematical c	concepts.	
Learning Sequence		
Children will be exposed to all math	ematical concepts the	roughout the year. Where concepts are being revisited then the focus is on children becoming fluent in the first instar
focus will be on deepening the learn	ning to ensure childre	n can reason and problem solve within the concept. At Corporation Road we believe that children need to be fluent fi
tackling more complex problems lat	er on.	
Domains and Outcomes		
Number and Place Value		
Children should be able to work cor	fidently and recognis	e the place value of numbers up to 10,000,000; representing these numbers in a variety of ways. Children should be a
and recognise the place value of eac	ch digit in larger numl	bers.
Calculations (Addition, Subtraction,	Multiplication and Di	vision)
Pupils should be fluent in written meth	ods for all four operation	ons, including long multiplication and division.
Fractions, Decimals and Percentage	S	
Children should be able to recognise th	e place value of fractio	ns, calculate using fractions and use equivalent fractions decimals and percentages confidently.
Geometry and Position		
Children will be able to confidently	work with 2D and 3D	snapes and representations of these snapes. They will be able to plot points and snapes using all four quadrants.
Children will be able to convert both		f motivie measures and convert between come write of motivie and impositel measurements. Children will be able to an
children will be able to convert bety	ween amerent units c	or metric measures and convert between some units of metric and imperial measurements. Children will be able to ca
Stidpes.		
Statistics Children will be able to read and int	orprot and wide rang	a of graphs and sharts, including timetables. They will be able to contrast their own using a set of discrete data
Children will be able to read and int	erpret and wide rang	e of graphs and charts, including timetables. They will be able to contrast their own using a set of discrete data.
Domoiro Courred	Number of Modes	Autumn
Domains Covered	Number of Weeks	Objectives Covered
Number and Place Value	4	• Count to and across 50, forwards and backwards, beginning with 0 or 1 from any given number.
		Count, read and write numbers to 50 in numerals.
		• Given a number, identify one more and one less (to 50).
		 Identify & represent numbers using objects/ pictorial representations including the number line, and use the
		Read and write numbers from 1 to 20 in words (phonetically plausible).
Addition and Subtraction	5	Represent and use addition and subtraction facts for all numbers up to 10 and some facts to 20.
		 Solve one-step problems that involve addition & subtraction, using concrete objects, pictorial representations
		9).
		 Read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs
Fractions	3	Recognise, find and name a half as one of two equal parts and a quarter as one of four equal parts.
Measurement	3	• Recognise and know the value of different denominations of coins and notes (£1, 50p, 20p, 10p and, 5p, 2p, 1

entations and calculations. At Corporation Road ns; and the competence and confidence to use en can do and informs the next steps of s use a variety of visual representations to matical talk is vital when deepening the learning g their procedural fluency and conceptual nce and when the concept is revisited then the first to ensure they become confident when able to count in powers of ten from any number alculate the area and perimeter of common 2D e language of : < > =. ns and missing number problems (such as 7 = ? -

1p).

		Spring
Number and Place Value Addition and Subtraction	2	 Count to and across 100, forwards and backwards, beginning with 0 or 1 from any given number. Count, read and write numbers to 100 in numerals. Given a number, identify one more and one less (to 100). Identify & represent numbers using objects/ pictorial representations including the number line, and use the Read and write numbers from 1 to 20 in words (phonetically plausible). Represent and use addition and subtraction facts for all numbers up to 10 and some facts to 20. Solve one-step problems that involve addition & subtraction, using concrete objects, pictorial representation 9).
Multiplication and Division	5	 Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs Add and subtract one-digit and two-digit numbers to 20, including zero (mentally, without concrete appara Solve one-step problems involving multiplication by calculating the answer using concrete objects, pictorial retrievent the teacher. Solve one-step problems involving division, by calculating the answer using concrete objects, pictorial representeacher.
Fractions	3	Recognise, find and name a half as one of two equal parts and a quarter as one of four equal parts.
Geometry and Position and Direction	4	 Summer Recognise, name and describe the properties of common 2-D shapes (pentagons and hexagons) and 3-D shape Recognise and create repeating patterns with objects and with shapes. Describe position, direction and movement, i.e.: left and right, top, middle and bottom, above, in front of, be down, forwards/backwards, inside/outside Make whole, half, quarter and three-quarter turns in both directions and connect turning clockwise with movement.
Number and Place Value	2	 Count to and across 100, forwards and backwards, beginning with 0 or 1 from any given number. Count, read and write numbers to 100 in numerals. Given a number, identify one more and one less (to 100). Identify & represent numbers using objects/ pictorial representations including the number line, and use the Read and write numbers from 1 to 20 in words (phonetically plausible). Solve one-step problems that involve addition & subtraction, using concrete objects, pictorial representations 9).
Addition and Subtraction	1	 Solve one-step problems that involve addition & subtraction, using concrete objects, pictorial representation 9). Add and subtract one-digit and two-digit numbers to 20, including zero (mentally, without concrete appara
Multiplication and Division		 Make connections between arrays, number patterns, and counting in twos, fives and tens (multiplication to Solve one-step problems involving multiplication by calculating the answer using concrete objects, pictorial representation the teacher. Solve one-step problems involving division, by calculating the answer using concrete objects, pictorial representation to the teacher.
Measurement	3	 Compare, describe and solve practical problems for: lengths and height (long/short, longer/shorter, tall/short heavier than / lighter than): capacity and volume (full/empty, more than/less then, half/half full, quarter) Measure and begin to record the following: lengths and: mass/weight: capacity and volume (full/empty, more than / lighter than)
Statistics Time	2 Covered throughout the year	 To interpret and construct simple pictograms, simple tally charts and block diagrams. Compare, describe and solve practical problems for time (quicker/slower, earlier/later). Sequence events in chronological order using language [for example, before and after, next, first, today, yeste evening]. Recognise and use language relating to dates, including days of the week, weeks, months and years. Record and tell the time to the hour and half past the hour and draw the hands on a clock face to show these
Place Value	Ongoing throughout the year	 Count, read and write numbers to 50 in numerals. Read and write numbers from 1 to 20 in words (phonetically plausible).

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and missing number problems (such as 7 = ? -

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vement on a clock face.

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ns and missing number problems (such as 7 = ? -

atus by the end of the year). times tables).

representations and arrays with the support of

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t, double/half): mass/weight (heavy, light,

re than/less then, half/half full, quarter).

terday, tomorrow, morning, afternoon and

times.

