

Year 1 Exceeding Expectations:

- Count reliably well beyond 100
- Count on and back in 3s from any given number to beyond 100
- Say the number that is 10 more or 10 less than a number to 100
- Know the signs (+); (-); (=); (<); (>)
- Apply knowledge of number to solve a one-step problem involving a addition, subtraction and simple multiplication and division
- Add and subtract 1-digit and 2-digit numbers to 50, including zero
- Recognise all coins and notes and know their value
- Use coins to pay for items bought up to £1
- Use knowledge of time to know when key periods of the day happen, for example, lunchtime, home time etc.
- Recognise different 2D and 3D shapes in the environment



Lammack Primary School



End of
year
expectations

Year 1
Mathematics

This booklet has been produced as an aid to help you and your child with the skills that are required this year, these are the expectations for the end of year. In class, we will be working towards these goals throughout the year and would appreciate your help and support in doing this. These skills would be useful to refer to when supporting your child with their homework. Thank you.

Year 1 Expectations: Number

- Count reliably to 100
- Count on and back in 1s, 2s, 5s, and 10s from any given number to 100
- Write all numbers in words to 20
- Say the number that is one more or one less than a number to 100
- Recall all pairs of additions and subtractions number bonds to 20
- Add and subtract 1-digit and 2-digit numbers to 20, including zero
- Know the signs (+); (-) and (=)
- Solve a missing number problem, such as: $5 = 8 - \underline{\quad}$
- Solve a one-step problem involving an addition and subtraction, using concrete objects, pictorial representations and arrays



- Solve a one-step problem involving a multiplication and division, using concrete objects, pictorial representations and arrays (an arrangement of objects, pictures, or numbers in columns and rows e.g...)



Year 1 Expectations: Measurement and Geometry

- Recognise all coins: £1; 50p; 20p; 10p; and 1p
- Recognise and name the 2D shapes: circle; triangle; square and oblong
- Recognise and name the 3D shapes: cube; sphere; cuboid
- Name the days of the week and months of the year
- Tell the time to 'o'clock' and half past the hour

