Year One Maths Expectations – updated October 2022

Place Value	Addition and Subtraction	Multiplication and Division	Fractions	Measures	Geometry	Statistics
Count to 100 including forwards and backwards from any given number	Use the language of: equal to, more than, less than (fewer), most, least, add and subtract	Count in 2's, 5's and 10's	Recognise, find and name a half as one of two equal parts of an object, shape or quantity	Compare, describe & solve practical problems for **Lengths/heights** *(short/tall, half/ double)*; **Mass/weight** *(heavier/lighter)*; **Capacit/vol** *(full/empty, more/less)*; **Time** *(earlier later quick slow)*	Recognise and name common 3-D shapes in different orientations and sizes *i.e. including cuboids (including cubes), pyramids and spheres*	
Count in 2's, 5's and 10's	Read, write and interpret equations involving addition (+), subtraction (–) and equals (=) signs	Begin to use manipulatives and pic representations including dienes money and arrays for x	Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.			
Read and write numbers in numerals to 100	Recall all pairs of addition and subtraction number facts to 20	Describe next and last multiple of 10	Reason to connect 1/2 and ¼ to equal sharing & grouping of objects & measures	Measure and begin to record: Lengths/heights; Mass/Capacity/volume; Time *(hours, minutes, seconds)*	Recognise and name common 2-D shapes in different orientations and sizes *i.e. including rectangles (including squares), circles & triangles*	
Say the number that is one more and one less any given number to 100	Add and subtract one-digit and two-digit numbers to 20, including zero.	Link multiples of 10 with a numbers lines and scales for measure	Combine ½ s & ¼'s to form a whole			
Identify and represent numbers with objects & pictorial representations including a number line	Solve + and – problems using concrete objects, pictorial representations & introduce bar models	With support - using concrete manipulatives – solve one step multiplication and division problems.		Recognise and know the value of different denominations of coins and notes specifically £1.00 50p 20p 10p 5p 2p 1p	**Geometry – position & direction**	
Read & write numbers to 20 in words	Reason to work systematically to develop commutativity by writing expressions to describe groups	Begin to equal group or share objects		Sequence events in chronological order using language *before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.*	Describe position, directions and movements, including whole, half, quarter and three-quarter turns.	
Work systematically to partition numbers to 20	Reason to find missing numbers including varying the position of the equals sign part-whole models, bar models and equations			Recognise and use language relating to dates, including days of the week, weeks, months and years.		
Reason using place value - verbal explanation of true or false						
Reason using place value - working backwards to solve a problem	Reason to solve problems where symbols represent numbers					
Reason using place value knowledge - spot patterns or make generalisations				Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times		
Reason to place numbers on blank number lines						