Yellow Class (Year 1) - Number Facts

In order to meet age-related expectations, your child will need to know the following number facts:

Place Value Measure Say the days of the week in the Know the sequence of counting in 2s, 5s and 10s. at + 1 = 'next number' on at - 1 = 'number before' e. ractions $at^{1}/_{2} + \frac{1}/_{2} = one whole$ $at^{1}/_{4} + \frac{1}/_{4} + \frac{1}/_{4} + \frac{1}/_{4} =$ pizza) and another half ke a whole (pizza)

Yellow Class (Year 1)- Maths **Year 1** Objectives

Number and Place Value

- Count to and across 100, forwards and backwards, from any given number.
- Count, read and write numbers to 100 in numerals.
- Count in multiples of twos, fives and tens.
- Identify one more and one less than a given number.
- Identify and represent numbers using objects and pictures.
- Use the language of: equal to, more than, less than (fewer), most, least.
- Read and write numbers from 1 to 20 in numerals and words. **Addition and Subtraction**
- Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.
- Use number bonds and related subtraction facts within 20.
- Add and subtract one-digit and two-digit numbers to 20.
- Solve one-step problems that involve addition and subtraction.

Multiplication and Division

Solve one-step problems involving multiplication and division.

Fractions

- Recognise, find and name a half as one of two equal parts of an object, shape or quantity.
- Recognise find and name a quarter as one of four equal parts of an object, shape or quantity.

Measurement

- Compare, describe and solve practical problems involving different units of measurement.
- Measure and begin to record length, height, mass/weight, capacity, volume and time.
- Recognise and know the value of different coins and notes.
- Sequence events in chronological order using language [for example, before and after, next, first, ٠ today, yesterday, tomorrow, morning, afternoon and evening].
- Recognise and use language relating to dates, including days of the week, weeks, months and ٠ years.
- Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.

Geometry - properties of space

- Recognise and name common 2-D and 3-D shapes, including:
- 2-D shapes [for example, rectangles (including squares), circles and triangles];
- 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].

Geometry - position and direction

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correct order.		multiples of 2		
 Recognise co and 20p. 	oins such as 10, 2p, 10p		Understand tha a number line.	
 Apply number coins 	r bond knowledge to		Understand tha on a number line	
		╡└		
Addition	and subtraction			
Know the nu	mber bonds for all		Fro	
numbers to 5. Fo	.	Understand tha		
4 + 0 = 4	4—0 = 4		Understand tha	
3 + 1 = 4	4—1 = 3		one whole	
2 + 2 = 4	4—2 = 2	 ·	One half (of a pi	
1 + 3 = 4	4—3 = 1		(of a pizza) make	
0 + 4 = 4	4—4 = 0			
Know all num				
related subtracti				
Know all num				
related subtracti	ion facts. For example:			
10 + 2 = 12	12—2 = 10			
9 + 3 = 12	12—3 = 9			
8 + 4 = 12	12—4 = 8			



Describe position, direction and movement, including whole, half, guarter and three-guarter turns.

Yellow Class (Year 1)- Maths

Hints and Tips for helping your child with maths at home:

Learning the important number facts:

The following games can be played at home with minimal resources to keep those important number facts fresh in your child's mind!

Ping Pong

This is a great game for learning number bonds or number facts, for example, number bonds to 20. Start off by saying 'ping' and your child replies with 'pong.' Keep repeating this in order to build up a rhythm and then replace the 'ping' with a number e.g. 11. Once you say 11, your child should reply with 9. Then start again with ping, before replacing it with another number.

If this is the answer.....

.....what is the question? Give children a number and say 'This is my answer, what is the question?' For example, you could say 'my answer is 3.' Your child will need to think of potential questions e.g. 1 + 2, 5 - 2, 6 - 3.

Interactive Games

www.topmarks.co.uk – This website has a whole range of games for your child to play which are suitable for both tablet and desktop computers.



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End of year Maths Expectations for Year 1

This booklet contains:

- National Curriculum objectives for year 1 children in maths;
- Important number facts that children need to know by the of year 1;
- Hints and tips for helping your child at home.



Around the house 🏠

• **Cooking.** Measure ingredients and set the timer together.

• **Practise counting** up to twenty and then back to one.

• Find the same amount of different items to help your child understand what numbers mean. For example, find 3 spoons, 3 hats, or 3 socks.

• **Talk about the shape and size of objects**, e.g. big car, round ball, rectangular box. Ask questions like "pass me the biggest box", or "which is the smallest shoe?".

• **Play with items** like shells, bottle tops, beads, Lego and compare them. Try making patterns with them together.

• **Put items in order.** You could do this by weight, height or size. Ask your child to help you organise items around the house.

• Make patterns with objects, colouring

pencils, paint or Play-Doh.

• Build structures with Duplo, Lego or

boxes.

• **Solve problems.** Work out "how many altogether" and "how many more". Ask your child questions such as "We have 3 red apples and 2 green apples, so how many apples do we have altogether?".

Taken from www.familymathstoolkit.org.uk