Year 1
Mathematics Skills Sheet

Number and Place Value
Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.
Count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s.
Given a number, identify 1 more and 1 less.
Identify and represent numbers using objects and pictorial representations including the number line, and 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.
1NPV-1 - ***Count within 100, forwards and backwards, starting with any number.***
1NPV-2 - ***Reason about the location of numbers to 20 within the linear number system, including comparing using < > and = .***
Addition and Subtraction
Read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs.
Represent and use number bonds and related subtraction facts within 20.
Add and subtract one-digit and two-digit numbers to 20, including 0.
Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ? – 9
1NF-1 - ***Develop fluency in addition and subtraction facts within 10.***
1AS-1 - ***Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers.***
1AS-2 - ***Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbols, and relate additive expressions and equations to real-life contexts.***
Multiplication and Division
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.
1NF-2 - ***Count forwards and backwards in multiples of 2, 5 and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers.***
Fractions
Recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity.
Recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity.
Measurement
Compare, describe and solve practical problems for: • lengths and heights [for example, long/short, longer/shorter, tall/short, double/half] • mass/weight [for example, heavy/light, heavier than, lighter than] • capacity and volume [for example, full/empty, more than, less than, half, half full, quarter] • time [for example, quicker, slower, earlier, later]
Measure and begin to record the following: • lengths and heights • mass/weight • capacity and volume • time (hours, minutes, seconds) • recognise and know the value of different denominations of coins and notes

Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening].
Recognise and use language relating to dates, including days of the week, weeks, months and years.
Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.
Properties of Shape
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]
1G-1 - ***Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another.***
1G-2 - ***Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations.***
Position and direction
Describe position, direction and movement, including whole, half, quarter and three-quarter turns.