Year Group

YEAR 1 2025-2026

Recap of EYFS objectives where appropriate

Objectives highlighted in yellow are 'Ready to Progress criteria'

PROBLEM SOLVING AND REASONING MUST BE INCORPORATED INTO ALL TOPICS FOR ALL CHILDREN.

Number: Place Value (within 10)

Count to 10, forwards and backwards, beginning with 0 or 1, or from any given number (1NPV-1)

Autumn 1

Count, read and write numbers to 10 in numerals and words;

Identify and represent numbers using objects and pictorial representations including the number line, & use language of: equal to, more than, less than (fewer), most, least,< and > Given a number, identify one more and one less

Reason about the location of numbers to 10 within the linear number system, including comparing using <> and = (1NPV-2)

Number: Addition and Subtraction (within 10)

Compose numbers to 10, from 2 parts and partition numbers to 10 into parts, including recognising odd and even numbers (1AS-1)

Read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs (1AS-2)

Represent and use number bonds to 10 and related subtraction facts (1NF-1)

Develop fluency in addition and subtraction facts within 10 (1NF-1)

Compose numbers to 10, from 2 parts and partition numbers to 10 into parts, including recognising odd and even numbers (1AS-1)

Autumn 2

Number: Addition and Subtraction (within 10)

Read, write and interpret equations containing addition (), subtraction () and equals () symbols, and relate additive expressions and equations to real-life contexts. (1AS-2) Identify and represent numbers using objects and pictorial representations including the number line, & use language of: equal to, more than, less than (fewer), most, least Given a number, identify one more and one less

Geometry - Shape

Recognise and name common 2-D shapes (e.g. Square, circle, triangle) (1G-1)

Recognise and name common 3-D shapes (e.g. Cubes, cuboids, pyramids & spheres) (1G-1)

Compose 2D and 3D shapes from smaller shapes to match an example, including

manipulating shapes to place them in particular orientations. (1G-2)

Number: Place Value (within 20)

Reason about the location of numbers to 20 within the linear number system, including comparing using < > and = (1NPV-2)

Count to 20, forwards and backwards, beginning with 0 or 1, or from any given number Read and write numbers from 1 to 20 in numerals and words

Given a number, identify one more and one less

Count to 20, forwards and backwards, beginning with zero or 1, or from any given number

Reason about the location of numbers to 20 within the linear number system, including comparing using < > and = (1NPV-2)

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

	Count, read and write numbers to 20 in numerals;
	Count in multiples of twos, fives (1NF-2)
	Count, read and write numbers to 20 in words
	Given a number, identify 1 more and 1 less
Spring 1	Number: Addition and Subtraction (within 20)
	Add and subtract one-digit and two-digit numbers to 20, including zero
	Read, write and interpret mathematical statements involving addition (+), subtraction (–) and
	equals (=) signs
	Solve one-step problems that involve addition and subtraction, using concrete objects and
	pictorial representations, and missing number problems such as $7 = \Box - 9$. (1AS-2)
	Represent and use number bonds and related subtraction facts within 20
Spring 2	Number : Place Value (within 50)
	Count to 50, forwards and backwards, beginning with zero or 1, or from any given number
	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
	Count, read and write numbers to 100 in numerals
	Count in multiples of twos, fives (1NF-2)
	Given a number, identify 1 more and 1 less
	Measurement : Length, Height, Weight and Volume
	Compare, describe and solve practical problems for: lengths and height; mass/weight;
	capacity and volume; time
	Measure and begin to record the following: lengths and heights; mass/weight; capacity and
	volume; time
	Number : Addition and Subtraction (within 20)
	Revisit key objectives for addition and subtraction
Summer 1	Number: Multiplication and Division
<u>Julillier 1</u>	Count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s
	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
	Number: 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
	Geometry: Position and Direction
	Describe position, direction and movement, including whole, half, quarter and three-quarter
	turns
	Use ordinal numbers to describe order
	Sequence events in chronological order using language
Summer 2	Number: Place Value
<u>Summer 2</u>	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 10
	Given a number, identify 1 more and 1 less
	Identify and represent numbers using objects and pictorial representations including the
	number line
	Measurement: Money and Time
	Recognise and know the value of different denominations of coins and notes
	Measure and begin to record the following: time (hours, minutes, seconds)

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

Continuous objectives

The continuous objectives are woven into the teaching continually during the year. Children are given continual and regular opportunities to apply their knowledge to problem solving and reasoning.

- •count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- •given a number, identify one more and one less
- •identify and represent numbers using objects and pictorial representations including the number line, & use language of: equal to, more than, less than (fewer), most, least
- •solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \Box 9$.
- •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.
- •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
- •recognise and know the value of different denominations of coins and notes

Key Basic skills to be taught continuously through the year

Count to and across 100, forwards and backwards, beginning with 0 or 1,

Count, read and write numbers to 100 in numerals

Count in multiples of twos, fives and tens

Identify one more and one less than any given number

Identify and represent numbers using objects pictorial representations

Read and write numbers from 1 to 20 in numerals and words

Memorise and reason with number bonds to 10 and 20

Understand the effect of adding and subtracting zero

Explore inverse relationship between addition and subtraction and use this to derive new facts

Use knowledge of inverse to derive associated addition and subtraction facts and check answers

Solve missing number addition and subtraction problems

Find doubles and halves of numbers and relate to multiplying and dividing by two Recognise, find and name a half and quarter of objects, shapes or quantities

Recognise and know the value of different denominations of coins and notes

Tell the time to the hour and half past the hour

Recognise and name common 2-D and 3-D shapes