Providence English Private School

Mathematics
Year 1

Number

Counting and sequences

1Nc.01 Count objects from 0 to 20, recognising conservation of number and one-to-one
1Nc.02 Recognise the number of objects presented in familiar patterns up to 10, without counting.
1Nc.03 Estimate the number of objects or people (up to 20), and check by counting.
1Nc.04 Count on in ones, twos or tens, and count back in ones and tens, starting from any number
1Nc.05 Understand even and odd numbers as 'every other number' when counting (from 0 to 20).
1Nc.06 Use familiar language to describe sequences of objects.

Money

1Nm.01 Recognise money used in local currency.

Integers and powers

1Ni.01 Recite, read and write number names and whole numbers (from 0 to 20).
1Ni.02 Understand addition as
- counting on
- combining two sets.

1Ni.03 Understand subtraction as:
- counting back
- take away
- difference.

1Ni.04 Recognise complements of 10.
1Ni.05 Estimate, add and subtract whole numbers (where the answer is from 0 to 20).
1Ni.06 Know doubles up to double 10.

Place value, ordering and rounding

1Np.01 Understand that zero represents none of something.
1Np.02 Compose, decompose and regroup numbers from 10 to 20.
1Np.03 Understand the relative size of quantities to compare and order numbers from 0 to 20.
1Np.04 Recognise and use the ordinal numbers from 1st to 10th.

Fractions, decimals, percentages, ratio and proportion

1Nf.01 Understand that an object or shape can be split into two equal parts or two unequal parts.
1Nf.02 Understand that a half can describe one of two equal parts of a quantity or set of objects.
1Nf.03 Understand that a half can act as an operator (whole number answers).
1Nf.04 Understand and visualise that halves can be combined to make wholes.

Geometry and Measure

Time

1Gt.01 Use familiar language to describe units of time.
1Gt.02 Know the days of the week and the months of the year.
1Gt.03 Recognise time to the hour and half hour.

Geometrical reasoning, shapes and measurements

1Gg.01 Identify, describe and sort 2D shapes by their characteristics or properties, including reference to number of sides and whether the sides are curved or straight.
1Gg.02 Use familiar language to describe length, including long, longer, longest, thin, thinner, thinnest,
1Gg.03 Identify, describe and sort 3D shapes by their properties, including reference to the number of

1Gg.04 Use familiar language to describe mass, including heavy, light, less and more.
1Gg.05 Use familiar language to describe capacity, including full, empty, less and more.
1Gg.06 Differentiate between 2D and 3D shapes.
1Gg.07 Identify when a shape looks identical as it rotates.
1Gg.08 Explore instruments that have numbered scales, and select the most appropriate instrument to

Position and transformations

1Gp.01 Use familiar language to describe position and direction.

Statistics and Probability

Statistics

1Ss.01 Answer non-statistical questions (categorical data).
1Ss.02 Record, organise and represent categorical data using:
- practical resources and drawings
- lists and tables
- Venn and Carroll diagrams
- block graphs and pictograms.

1Ss.03 Describe data, using familiar language including reference to more, less, most or least to