

River View Primary School

Mathematics

Year 1

Summer

What will I know by the end of the unit?

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.

Position and Direction

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

Place Value

Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. Count numbers to 100 in numerals. Count in multiples of twos, fives and tens. Identify and represent numbers using objects and pictures. Read and write numbers to 100 in numerals. Given a number, identify one more and one less.

Money

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

Time

Sequence events in chronological order using language, for example: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.

Technical Vocabulary

multiplication	repeatedly adding one number a number of times
division	splitting a set of items into equal groups
multiple	the product of a given number multiplied by another number
factor	a number which will divide exactly into another number
product	the result when two or more numbers are multiplied
arrays	a set of objects or numbers arranged in order, often in rows and columns
fraction	part of a whole number; a way to split up a number, quantity or shape into equal parts
position	the comparison of where something is compared with something else or its surroundings
direction	the path along which something moves, lies or points
turn	to rotate an object around a centre point
rotate	to turn an object around a centre point
counting forwards	counting on by adding every time
counting backwards	counting back by subtracting every time
chronological order	the order in which things happen
sequence	a series of events that must be performed in order