

What Prior Knowledge should students have;

- Place numbers from 1 to 20 in order.
- Count reliably with numbers from 1 to 20.
- solve problems including doubling, halving and sharing.
- use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.
- Explore characteristics of everyday objects and shapes and use mathematical language to describe them.

What Skills will students learn (Disciplinary Knowledge)

- How to order numbers to 20.
- How to make repeating patterns.
- How to solve problems
- How to use reasoning
- How to count in 2s, 5s and 10s
- How to share objects into equal groups.
- How to weigh objects and compare weights
- How to work systematically
- How to order the days of the week and months of the year.
- How to find a quarter of a shape, length and set of objects

What key knowledge will be taught (Substantive Knowledge)

- To know odd and even numbers to 20.
- To know and name 2-D and 3-D shapes
- To know pairs of numbers that add up to 10.
- To use addition facts to find subtraction facts and vice versa.
- To read and show o'clock and half past times.
- To write numbers in numerals or words.
- To be able to find the number of 10s and 1s in numbers to 20.
- To know multiples of 2, 5 and 10.

Key Vocabulary

Definition

Arrays	An arrangement of objects, pictures, or numbers in rows and columns
Multiples	the numbers you get when you multiply a certain number by an integer. For example, multiples of 5 are: 10, 15, 20, 25, 30...etc
Odd	A number which is not divisible by "2"
Even	Any number that can be exactly divided by 2
Partition	a method of solving maths problems with larger numbers by splitting them up into smaller units



Maths Knowledge Organiser

Spring

Year 1

Number – PV
Fractions
Number – A/S

Strands covered:

Measure Money
Number – M/D Geometry

Calculation Guidance

Spring

Year 1

Number – PV
Fractions
Number – A/S

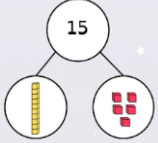
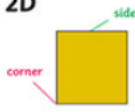
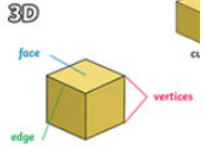

Strands covered:

Measure

Money

Number – M/D

Geometry

	<p>2D</p> 	<p>3D</p> 	<p>Fact Family of 3,4,7</p> 
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