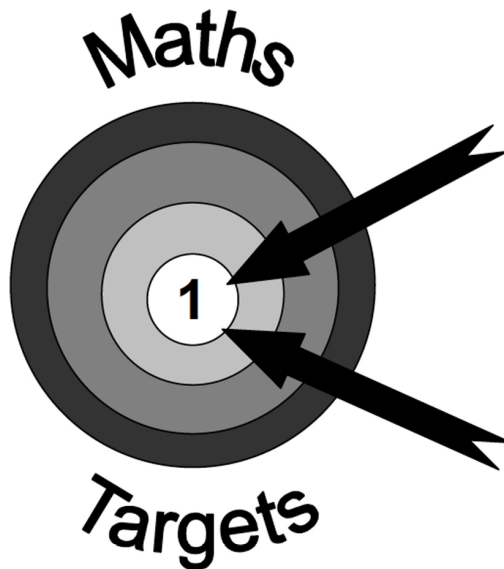


# Targets for pupils in Year 1



**A booklet for parents**

Help your child with mathematics

## Targets – Year 1

**By the end of Year 1, most children should be able to...**

- ◆ 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.
- ◆ 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].
- ◆ describe position, direction and movement, including whole, half, quarter and three- quarter turns.

## About the targets

Some targets are harder than they seem, e.g. children who can count up to 100 may still have trouble saying which number comes after 47 or which number comes before 50. They may have to start at 1 and count from there.

## Fun activities to do at home

### Secret numbers

0123456789

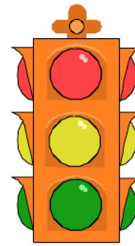
- ◆ Write the numbers 0 to 20 on a sheet of paper.
- ◆ Ask your child secretly to choose a number on the paper. Then ask him / her some questions to find out what the secret number is, e.g.
  - Is it less than 10?
  - Is it between 10 and 20?
  - Does it have a 5 in it?He / she may answer only yes or no.
- ◆ Once you have guessed the number, it is your turn to choose a number. Your child asks the questions.

For an easier game, use numbers up to 10. For a harder game, use only 5 questions or use bigger numbers.

### Shape activity

At home or when you are out, look at the surface of shapes.

- ◆ Ask your child – what shape is this plate, this mirror, the bath mat, the tea towel, the window, the door, the red traffic light, and so on.
- ◆ Choose a shape for the week, e.g. a square. How many of these shapes can your child spot during the week, at home and when you are out?

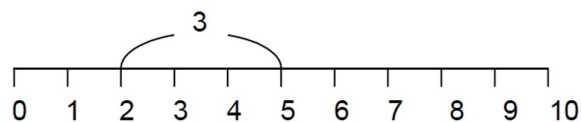


### Dice game

You need a 1–6 dice, paper and pencil.

- ◆ Take turns.
- ◆ Choose a number between 1 and 10 and write it down.
- ◆ Throw the dice and say the dice number.
- ◆ Work out the difference between the chosen number and the dice number, e.g. if you wrote down a 2 and the dice shows 5, the difference is 3.

You could also draw a number line to help your child to see the difference between the two numbers.



### How old?

Start with your child's age. Ask your child:

- How old will you be when you are 1 year older?
- How old were you last year?
- How old will you be 10 years from now?

and so on.

## Targets – Year 1

**By the end of Year 1, most children should be able to...**

- ◆ 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 twos, fives and tens.
- ◆ given a number, identify one more and one 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.
- ◆ 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 zero.
- ◆ solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems such as  $7 = ? - 9$ .
- ◆ 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.





