

**SRPA Mathematician**

There are 3 areas underpinning the mathematics curriculum.

**Fluency**

Pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately. This is facilitated through varied and frequent practice with increasingly complex problems.

**Mathematical reasoning**

Pupils learn to follow a line of enquiry and develop an argument, justification or proof using mathematical vocabulary.

**Problem solving**

Pupils apply their knowledge to a variety of increasingly routine and non-routine problems. They break the problems into a series of simple steps and work systematically to find solutions.

**NUMBER SENSE**

YEAR 1 PUPIL PASSPORT

I can count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.... 

I can count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s………………………

Given a number, I can identify 1 more and 1 less.

…………………………………………………………………………….

I can 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……………………………………………………………………..

**ADDITION AND SUBTRACTION**

YEAR 1 PUPIL PASSPORT

I can read and write numbers from 1 to 20 in numerals and words……………………………………………………….....

I can read write and interpret mathematical statements involving addition (+), subtraction (−) and equals (=) signs

…………………………………………………………………............

I can represent and use number bonds and related subtraction facts within 20………………………………….. 

I can add and subtract one-digit and two-digit numbers to 20, including 0 solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as

7 =? – 9………………………………………………………………..

**MULTIPLICATION AND DIVISION**

YEAR 1 PUPIL PASSPORT

I can 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……………………………………………………………………

**FRACTIONS**

YEAR 1 PUPIL PASSPORT

I can recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity …………………...

I can recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity……………………..

**MEASUREMENT**

YEAR 1 PUPIL PASSPORT

I can 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]

I can measure and begin to record the following: lengths and heights, mass/weight, capacity and volume, time (hours, minutes, seconds)………………………………………………….. 

I can recognise and know the value of different denominations of coins and notes …………………………

I can sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, after-noon and evening]

…………………………………………………………………………… 

I can recognise and use language relating to dates, including days of the week, weeks, months and years …………………………………………………………………………….

I can tell the time to the hour and half past the hour and draw the hands on a clock face to show these times

………………………………………………………………………….…

**GEOMETRY**

YEAR 1 PUPIL PASSPORT

**Shapes**

I can 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]

…………………………………………………………………………….

**Position and Direction:**

I can describe position, direction and movement, including

whole, half, quarter and three-quarter turns

………………………………………………………………………….…

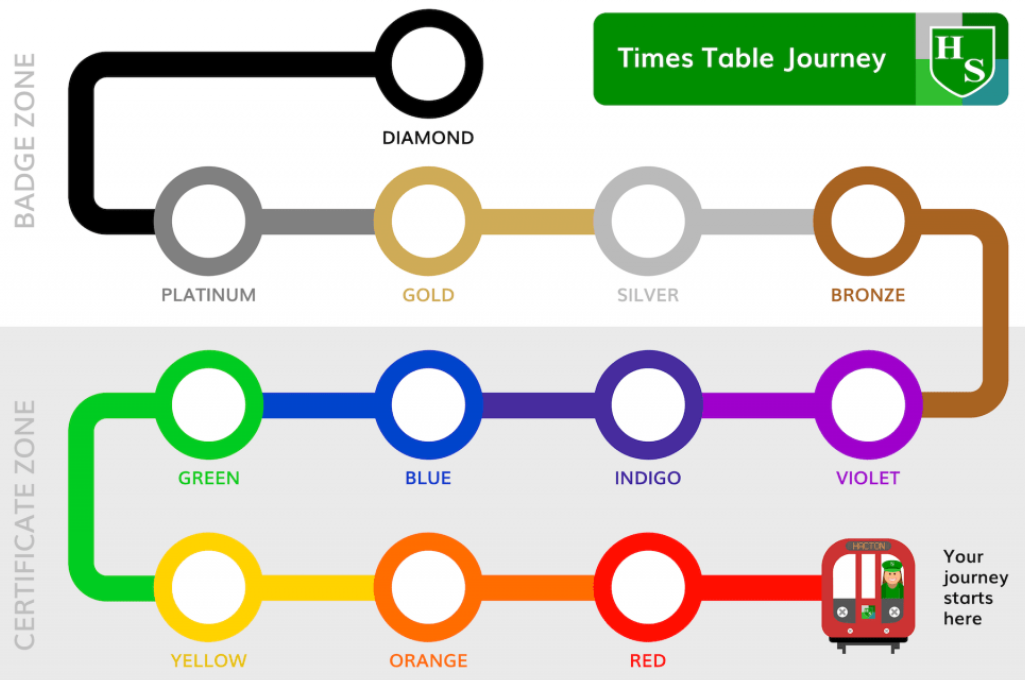
**SRPA TIMES TABLE JOURNEY**

Hop on board the times table train as you begin your fun- filled journey to become a Times Table Champion.

Don`t forget to pick up a souvenir at each station and remember… practice makes perfect!

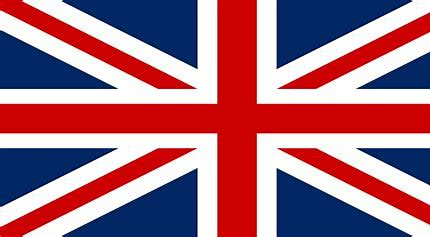


SRPA





Your journey starts here



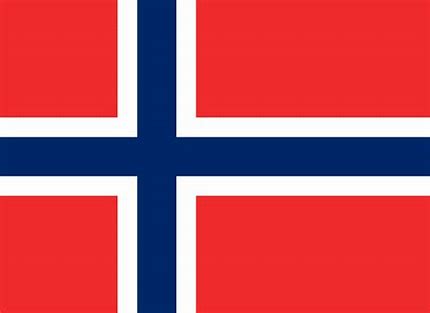






















**SRPA TIMESTABLE JOURNEY**