



Year 1 Sticky Knowledge

The sticky knowledge is generally the essential elements and 'basics' of Maths that is crucial for children's mathematical learning and progression. Of course, all areas of Maths are important and valuable but a focus on the 'basics' can help to advance and secure their learning across this subject.

Number Facts:

Knowledge of number facts and a fluency in using them is a vital part of Maths for each year group. Rapid recall of number facts can provide the basic knowledge required for most aspects of primary mathematics, including mental and written calculations, fractions, decimals and percentages and problem solving. Number facts learned in Maths can also be transferred to many other subjects across the curriculum and in 'real life' situations.

At Church Vale Primary we **strongly** believe that knowing and using number facts can help support children's understanding and progression in Maths.

The Non negotiables for **Year 1** are as follows:

- Count to and across 100, forwards and backwards from any starting point
- Read and write numbers in numerals from 0 to 100
- Can double up to $10 + 10$
- Can count in multiples of twos and tens.
- Say what is one more & one less than a given number to 100
- Represent and use number bonds within 20
- Add and subtract one-digit and two-digit numbers to 20, including zero
- Recognise, find and name a half as one of two equal parts and a quarter as one of 4 equal parts.
- Tell the time to the hour, drawing hands on a clock to represent the time.
- Recognise and name common 2D (rectangles, squares, circles and triangles) and 3D (cuboids, cubes, pyramids and spheres) shapes.

Year 1 Vocabulary



Number – number and place value	
<u>Number</u> Numeral Zero 1 – 20 Teens numbers None Forwards, backwards Equal to / equivalent to / the same as More / less Most / least Many Odd / even Multiple Few Pattern Pair	<u>Place Value</u> Ones Tens Digits Larger / bigger / greater Fewer / smaller / less Compare Order Size First / second / third ... twentieth Before / after / next Between Above / before Guess / estimate Roughly
Number – addition and subtraction	
<u>Addition</u> Addition Add / more Make / sum / total Altogether Double Near Double Number bond Problems	<u>Subtraction</u> Subtraction Take away Fewer / less Difference between Missing number Number bond Problems
Number – multiplication and division	
<u>Multiplication</u> Multiplication Multiply Multiplied by Multiple Array Number patterns	<u>Division</u> Division Divide Dividing Grouping Sharing Halving Number patterns
Number – fractions	

Fraction Equal part Equal grouping Equal sharing Parts of a whole Half One of two equal parts Quarter One of four equal parts	Introduce $\frac{1}{2}$ and $\frac{1}{4}$
---	---

Measurement

<u>Measurement</u>	<u>Length</u>	<u>Weight</u>	<u>Capacity and volume</u>	<u>Time</u>	<u>Money</u>
Measurement	Centimetre (cm)	Weigh / Weighs		Time	Money
Measure	Metre (m)	Weight	Litre / half litre	Days of the	Coin
Size	Length / height	Mass	Capacity	Week	Penny / pence
Compare	Width / depth	Kilogram	Volume	Months of the	/ pound
Nearly / Close to	Long / short /	Half Kilogram	Full	Year	Price / cost
About the same	tall	Balances	Empty	Day /week,	Buy / sell
as	High / low	Heavy / light	More than	Weekend	Spend / spent
	Wide / narrow	Heaviest /	/less than	Month	/pay
	Thick / thin	lightest	Half full	Year	Change
	Longer / shorter	Heavier than	Quarter full	Morning	Dear / costs
	Tallest / Higher	Lighter than		/afternoon /	more
			Container	evening / night	Cheap / costs
	Ruler	Scales		/ bedtime,	less / cheaper
	Metre Stick			dinner time /	Costs the same
				playtime	as
				Today /	
				yesterday /	
				tomorrow	
				Before / after	
				Earlier / later	
				Hour / o'clock	
				/half past	
				/quarter past	
				/quarter to	
				Clock / clock	
				face / watch /	
				hands / hour	
				hand / minute	
				hand	
				Hours /	
				minutes	

Geometry – properties of shapes

<u>Properties</u>	<u>2D</u>	<u>3D</u>
Shape / pattern	Corner	Face
Flat	Side	Edge
Curved / straight	Point /pointed	Vertex
Round	Rectangle (including square)	Vertices
Hollow / solid	Circle	Cube / cuboid
Sort	Triangle	Pyramid
Make / build /draw		Sphere
Size		Cone
Bigger, larger / smaller		Cylinder
Symmetry / symmetrical,		
Symmetrical pattern		
Pattern / repeating pattern		
Match		

Geometry- Position and Direction

	<u>Statistics</u>
Position	Count
Over / under / underneath	Sort
Above / below	Vote
On / in	Group
In front / behind	Set
Opposite	List
Direction	Table
Left / right / up / down	
Forwards / backwards / sideways	
Across	
Turn / Half turn / quarter turn / three-quarter turn	

General

Explain your thinking
Mentally