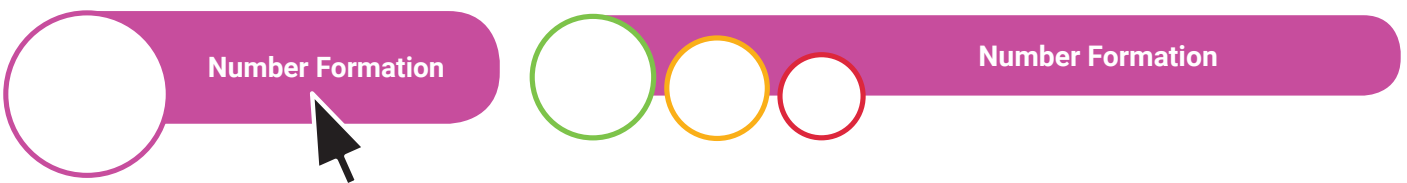


# Parent and Carer Information:

## Year 1 Maths: What Your Child Should Know

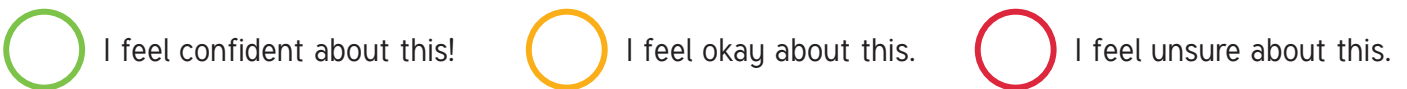
This guide can help you track the progress of your Year 1 child as they develop through the subject of mathematics. In Year 1, students learn the key skills that form the basis of their maths education, including how our number system is organised into base 10 place value, counting individually and in groups, using money and problem solving. Practising these skills at home can be a great way to boost your child's confidence with numbers and bring what they learn in the classroom into their lives outside of school. This guide outlines how you can best support your Year 1 child's maths journey, with an easy to follow flowchart of what they will learn and clear goals for you to work on together.

Click on each topic to find links to relevant categories on the Twinkl website and access super resources to support your child.

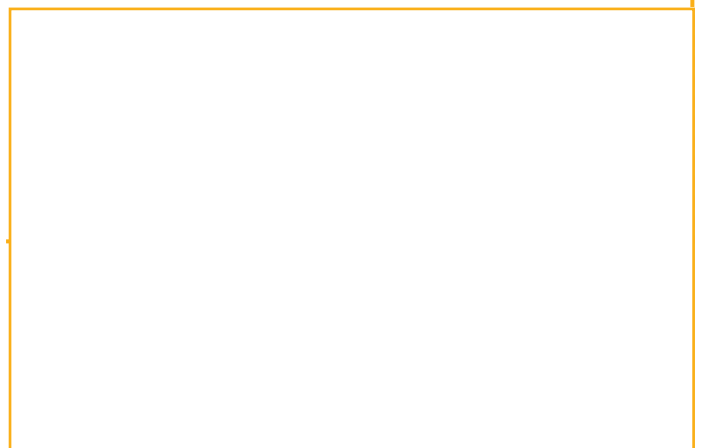


Alternatively, you can follow the web url [www.twinkl.com.au/resources/parents](http://www.twinkl.com.au/resources/parents) to get to the Twinkl Parents Hub.

We have also included handy tick boxes, so you can easily check off when you have covered each topic, and you can keep on track with your child's studies. You can also use the 'traffic light' system to record your child's confidence, and how they feel about the topic you have covered together.



Stick the other pages together to create a display poster for both you and your child to fill in. Complete with handy tick boxes, this chart is ideal for helping to support your child's studies from home.



We hope you find the information on our website and resources useful. The contents of this resource are for general, informational purposes only. This guide is intended to offer parents general guidance on what subject areas tend to be covered in their child's year group and where they could support their children at home. However, please be aware that every child is different and information can quickly become out of date. There are some subject areas that we have intentionally not covered due to the nature of how they are taught or because a trained professional needs to teach these areas. We try to ensure that the information in our resources is correct but every school teaches the national curriculum in its own way. If you would like further guidance or are unsure in any way, we recommend that you speak to your child's teacher or another suitably qualified professional.



## Recognising and Modelling Numbers

Your child can identify number values to 100 and represent these values using objects or pictures.



## Number Formation

Your child can read and write numbers to 100.



## Counting Numbers

Your child can count to and from 100 by ones from any starting place.



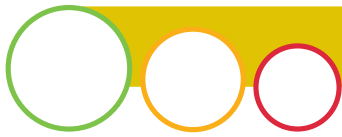
## Ordering Numbers

Your child can order numbers to 100.



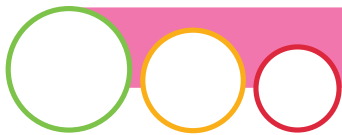
## Number and Place Value

Your child can partition numbers to 100 by splitting them into hundreds, tens and ones.



## Skip Counting by 2s, 5s and 10s

Your child can skip count by 2s, 5s and 10s starting at zero.



## Number Line

Your child can find numbers to 100 on a number line.



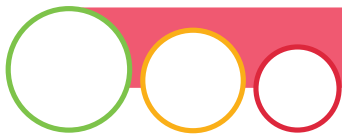
## Adding Numbers

Your child can represent and solve addition problems by counting, using objects or drawing a picture.



## Subtracting Numbers

Your child can represent and solve subtraction problems by counting back, using objects or drawing a picture.



## Money

Your child can recognise, describe and order Australian coins by value.



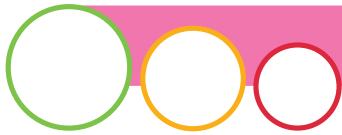
## Length

Your child can measure and compare the length of two objects using objects such as paper clips.



## Capacity

Your child can measure and compare the capacity of two objects using materials such as sand or water.



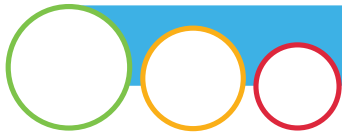
## Time

Your child can tell the time on an analogue clock to the o'clock and half past the hour. They can describe time using months, weeks, days and hours.



## 2D Shapes

Your child can recognise and classify 2D shapes, such as triangles and squares, by how many corners and edges they have.



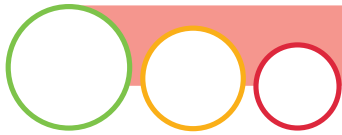
## 3D Shapes

Your child can recognise and classify 3D shapes, such as a sphere or a cube, by how many corners, edges and faces they have.



## Location

Your child can give and follow directions to a familiar place.



## Probability

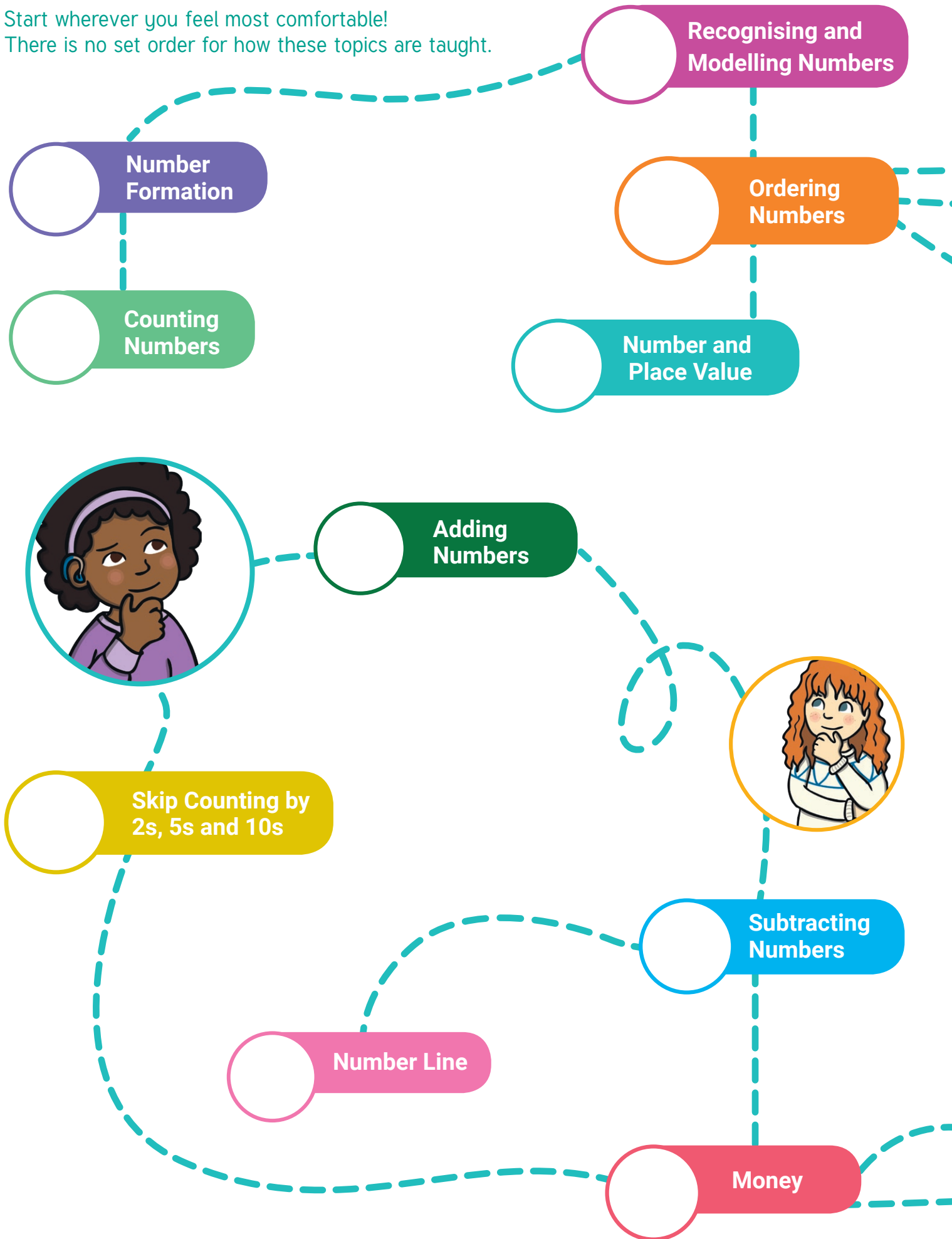
Your child can identify whether familiar events are certain, impossible or somewhere in between.



## Statistics

Your child can choose questions that have more than two answers and gather responses. They can make data displays and show you the group with the largest or smallest amount.

Start wherever you feel most comfortable!  
There is no set order for how these topics are taught.





Length

Time

Capacity

2D Shapes

3D Shapes

Location

Probability



Statistics

# Explore and Discover More

Twinkl Go! is a digital platform, hosting interactive content such as videos, games, audiobooks and more. Twinkl Go! enables digital content to be streamed to your computer or mobile device.



Twinkl Book Club is our book subscription service. Enjoy our original works of fiction in beautiful printed form, delivered to you each half-term and yours to keep!

Twinkl Boost is a range of intervention resources, created to support and lift learning with children at every level. These include our easy-to-use SATs and Phonics Screening resources.



Imagine resources are designed to help your children to think creatively, question and imagine. Every week, a new topic consisting of five photos, each with related activities, is created.

Twinkl Originals are engaging stories written to inspire pupils from EYFS to KS2. Designed to encourage a love of reading and help curriculum-wide learning through accompanying resources.



Twinkl Kids' TV is our wonderful YouTube channel dedicated to fun and informative video style resources full of new and creative activities you can try at home!