

## Number and Place Value

| 1. Count to and across 100, forwards and backwards, <br> beginning with O or 1, or from any given number |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 2. Count, read and write numbers to 100 in numerals; count <br> in multiples of 2s, 5s and 10s |  |  |  |  |  |  |
| 3. Given a number, identify 1 more than a number to 100 |  |  |  |  |  |  |
| 4. Given a number, identify 1 less than a number to 100 |  |  |  |  |  |  |
| 5. Identify and represent numbers using objects and <br> pictorial representations including the number line, and use <br> the language of: equal to, more than, less than (fewer), <br> most, least |  |  |  |  |  |  |
| 6. Read and write numbers from 1 to 20 in numerals and <br> words |  |  |  |  |  |  |
| 7. Count to and across 100, forwards and backwards, <br> beginning with O or 1, or from any given number |  |  |  |  |  |  |

## Addition and Subtraction

| 8. Read, write and interpret mathematical statements <br> involving addition (+), subtraction (-) and equals (=) signs |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 9. Represent and use number bonds and related subtraction <br> facts within 20 |  |  |  |  |  |  |
| 10. Add one-digit and two-digit numbers to 20, including 0 |  |  |  |  |  |  |
| 11. Subtract one-digit and two-digit numbers to 20, <br> including 0 |  |  |  |  |  |  |
| 12. Solve one-step problems that involve addition, using <br> concrete objects and pictorial representations. |  |  |  |  |  |  |
| 13. Solve one-step problems that involve subtraction, using <br> concrete objects and pictorial representations. |  |  |  |  |  |  |
| 14. Solve a missing number problem such as: 5 + _- =11 |  |  |  |  |  |  |

## Multiplication and Division

15. Solve one-step problems involving multiplication by calculating the answer using concrete objects, pictorial representations and arrays
16. Solve one-step problems involving division by calculating the answer using concrete objects, pictorial representations and arrays


## Fractions

17. Recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity
18. Recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity

Measurement

| 19. Compare, describe and solve practical problems for <br> lengths and heights [for example, long/short, longer/shorter, <br> tall/short, double/half] |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 20. Compare, describe and solve practical problems for <br> mass/weight [for example, heavy/light, heavier than, lighter <br> than] |  |  |  |  |  |
| 21. Compare, describe and solve practical problems for <br> capacity and volume [for example, full/empty, more than, less <br> than, half, half full, quarter] |  |  |  |  |  |
| 22. Compare, describe and solve practical problems for time <br> [for example, quicker, slower, earlier, later] |  |  |  |  |  |
| 23. Measure and begin to record lengths and heights |  |  |  |  |  |
| 24. Measure and begin to record mass/weight |  |  |  |  |  |
| 25. Measure and begin to record capacity and volume |  |  |  |  |  |
| 26. Measure and begin to record time (hours, minutes, <br> seconds) |  |  |  |  |  |
| 27. Recognise and know the value of different denominations <br> of coins and notes |  |  |  |  |  |
| 28. Sequence events in chronological order using language <br> for example, before and after, next, first, today, yesterday, <br> tomorrow, morning, afternoon and evening] |  |  |  |  |  |

## Shape

| 33. Recognise and name common 2-D shapes [for example, <br> rectangles (including squares), circles and triangles] |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 34. Recognise and name common 3-D shapes [for example, <br> cuboids (including cubes), pyramids and spheres] |  |  |  |  |  |
| 35. Describe position, direction and movement, including <br> whole, half, quarter and three-quarter turns |  |  |  |  |  |

$\square$

