Reasoning

Count to and across 100, forwards and backwards, beginning with 0 or 1,

Count, read and write numbers to 100 in numerals, count in multiples of twos, fives and tens or from any given number

Add and subtract one-digit and two-digit numbers to 20, including zero.

Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs

Given a number, identify one more and one less

Represent and use number bonds and related subtraction facts within 20

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.

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.

Compare, describe and solve practical problems for lengths and heights, mass or weight, capacity/volume, time.

Recognise, find and name a half as one of two equal parts of an object, shape or quantity

Measure and begin to record the following; lengths and heights, mass/weight, capacity and volume, time

Year 1

Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Describe position, direction and movement, including whole, half, quarter and three-quarter turns

Recognise and know the value of different denominations of coins and notes.

Recognise and name common 2D and 3D shapes, including 2D shapes e.g. rectangles (including squares) circles and triangles, and 3D shapes e.g. cuboids, including cubes, pyramids and spheres.

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

Sequence events in chronological order using language e.g. before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.

Solving Problems

Can Do Maths

Reasoning

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Year 1

Term 1

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Solving Problems

Can Do Maths

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Recognise, find and name a half as one of two equal parts of an object, shape or quantity

Measure and begin to record the following; lengths and heights, mass/weight, capacity and volume, time

Year 1

Term 2

Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Describe position, direction and movement, including whole, half, quarter and three-quarter turns

Recognise and know the value of different denominations of coins and notes.

Recognise and name common 2D and 3D shapes, including 2D shapes e.g. rectangles (including squares) circles and triangles, and 3D shapes e.g. cuboids, including cubes, pyramids and spheres.

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

Sequence events in chronological order using language e.g. before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.

Can Do Maths

Solving Problems

Reasoning

Fluency

Arithmetical Proficency
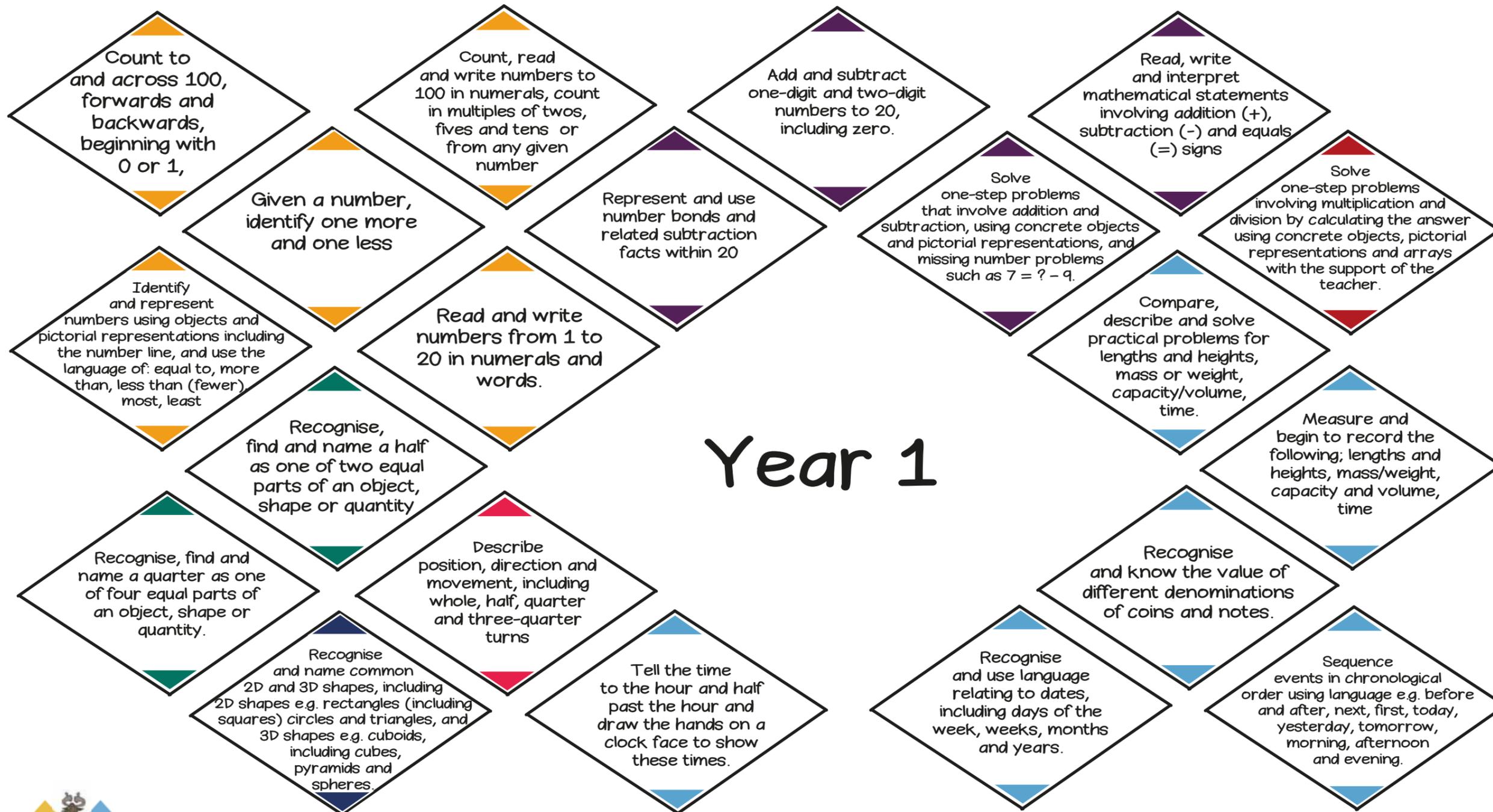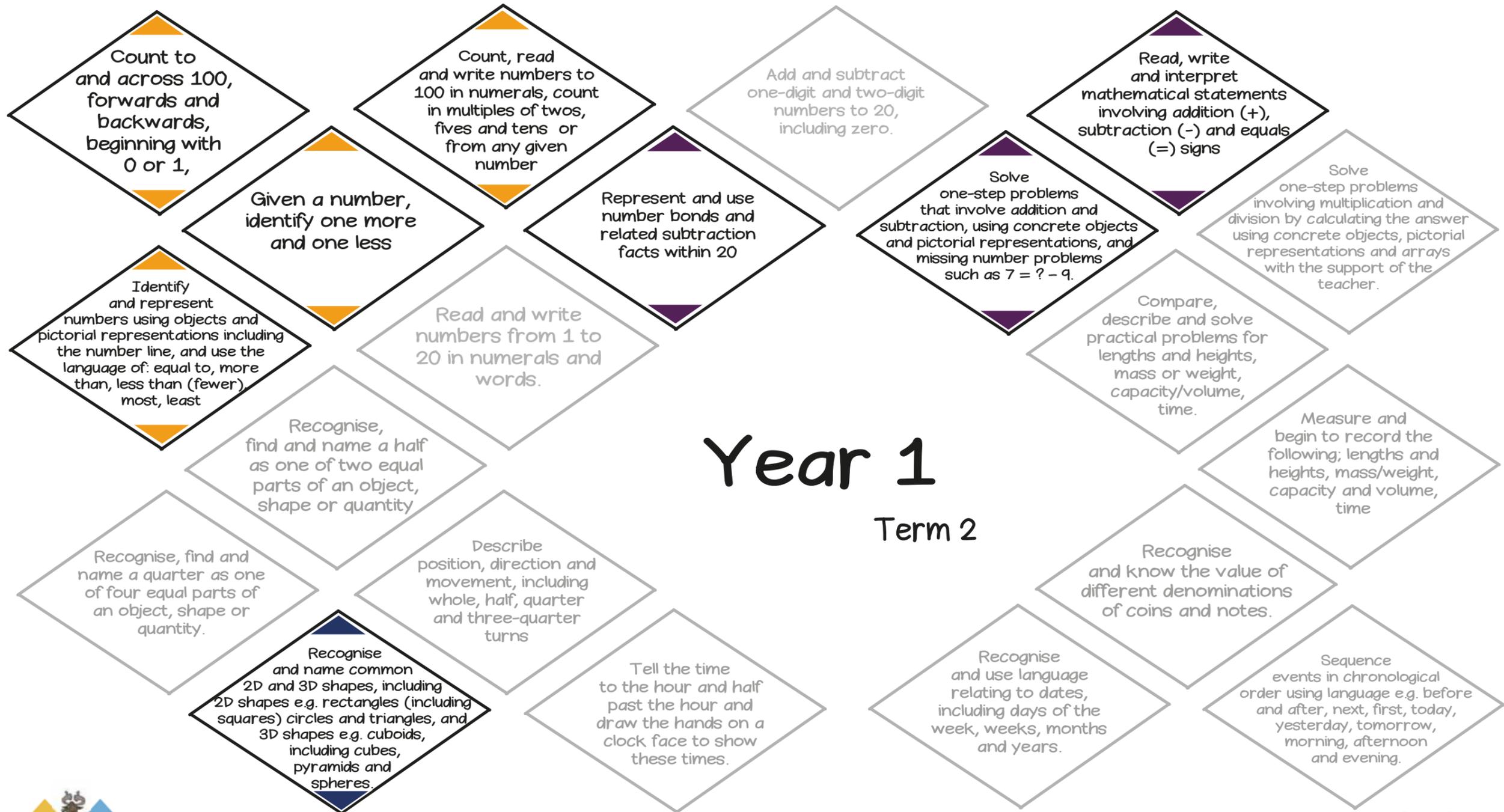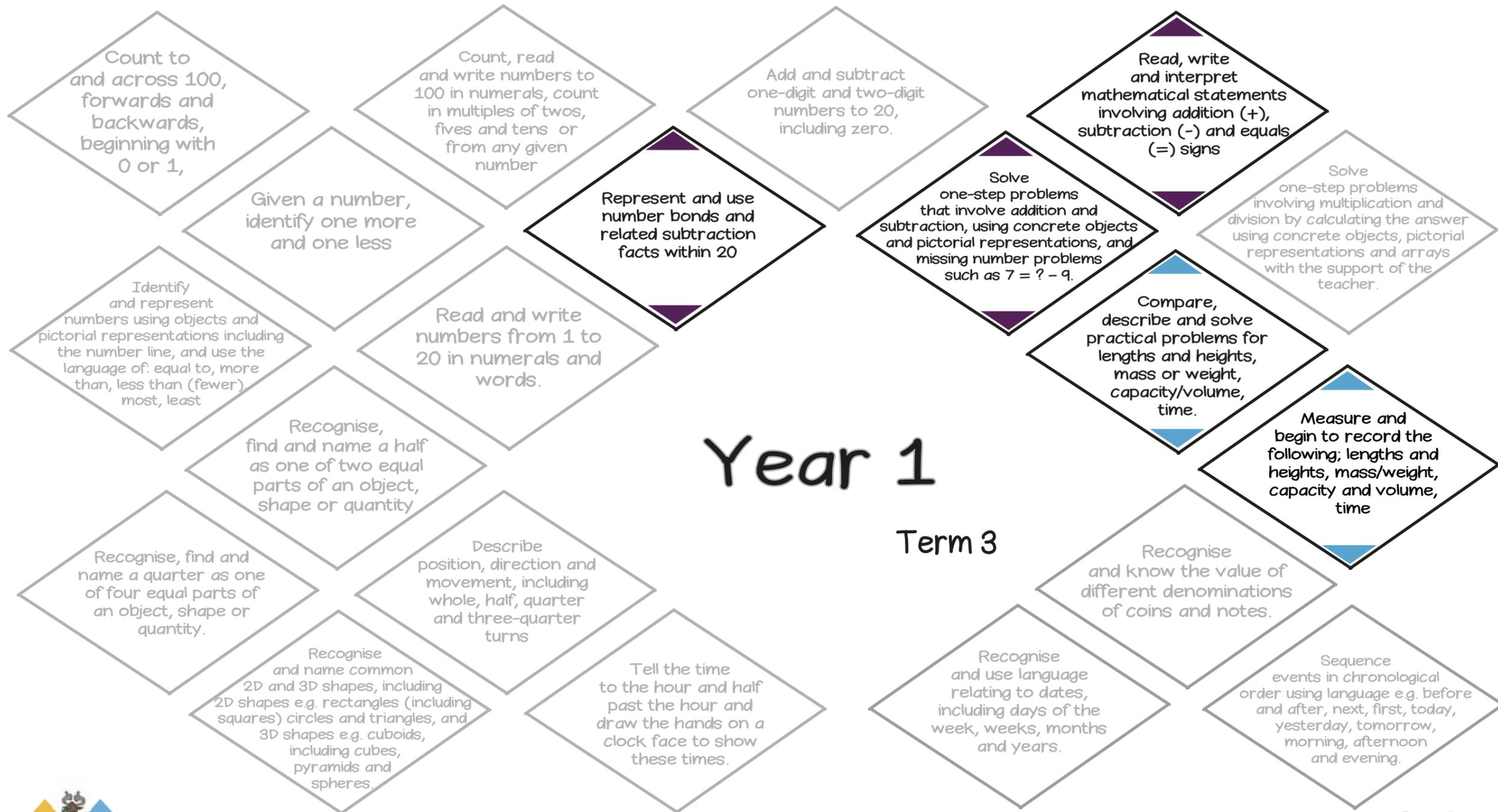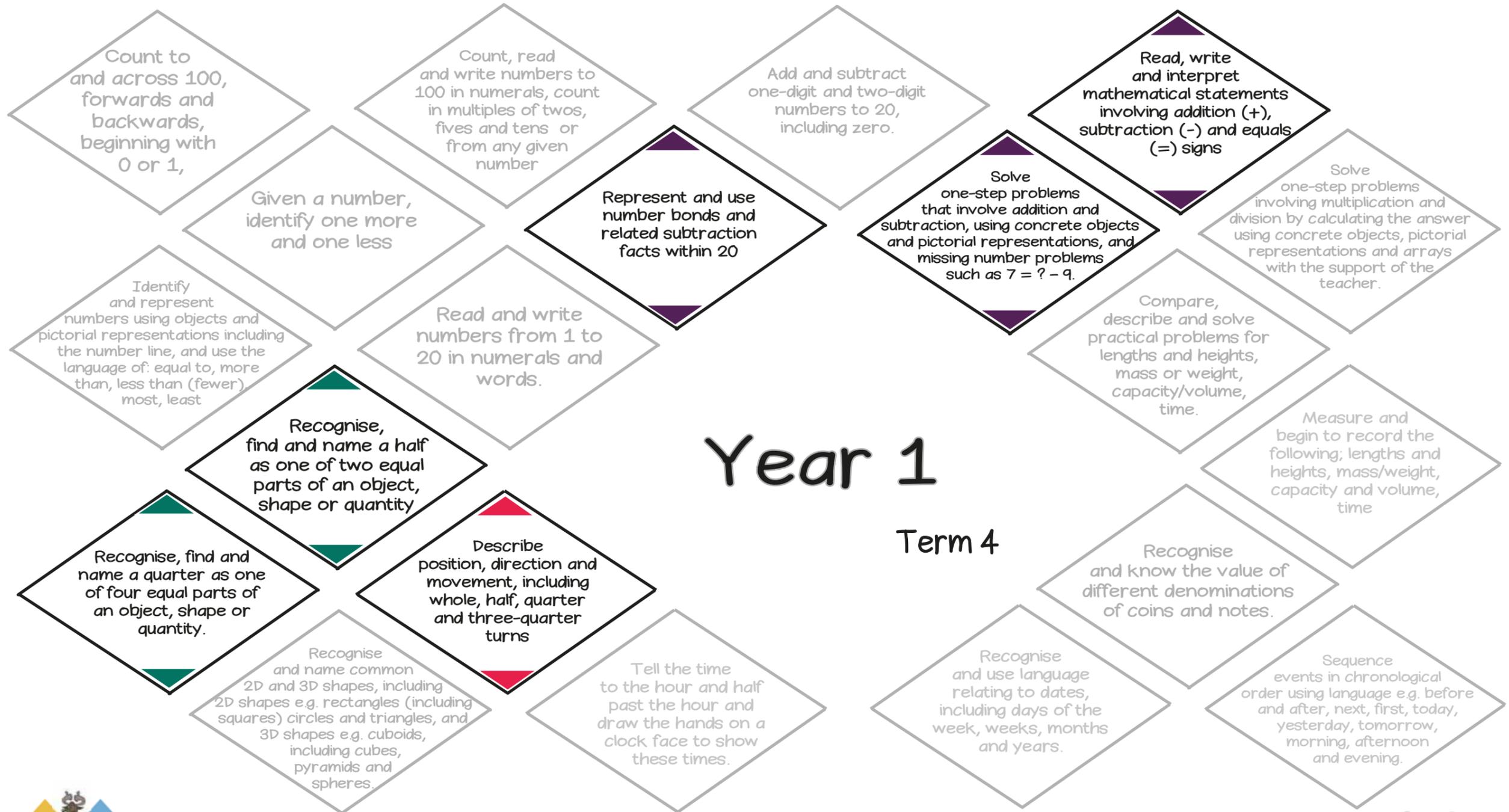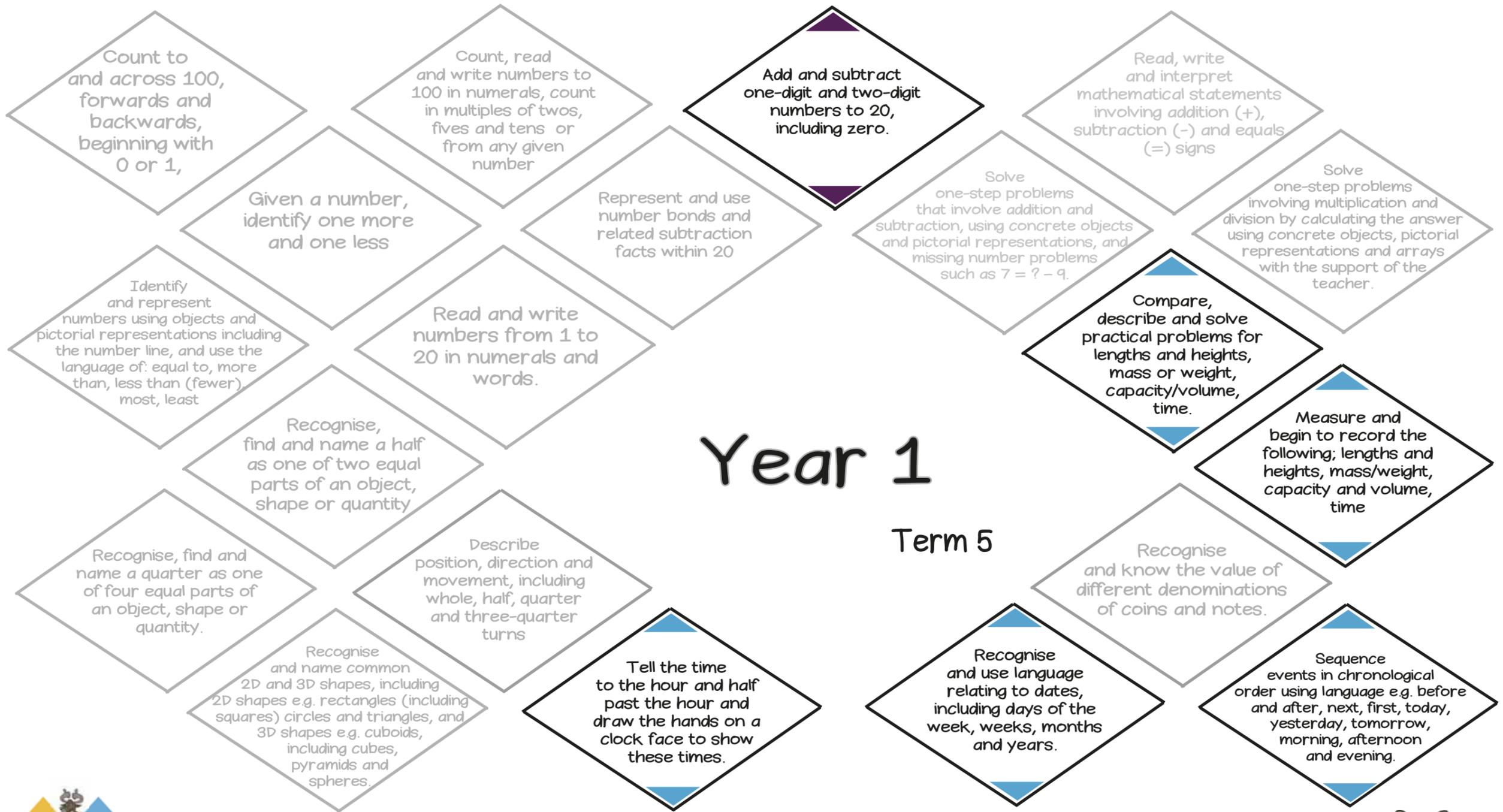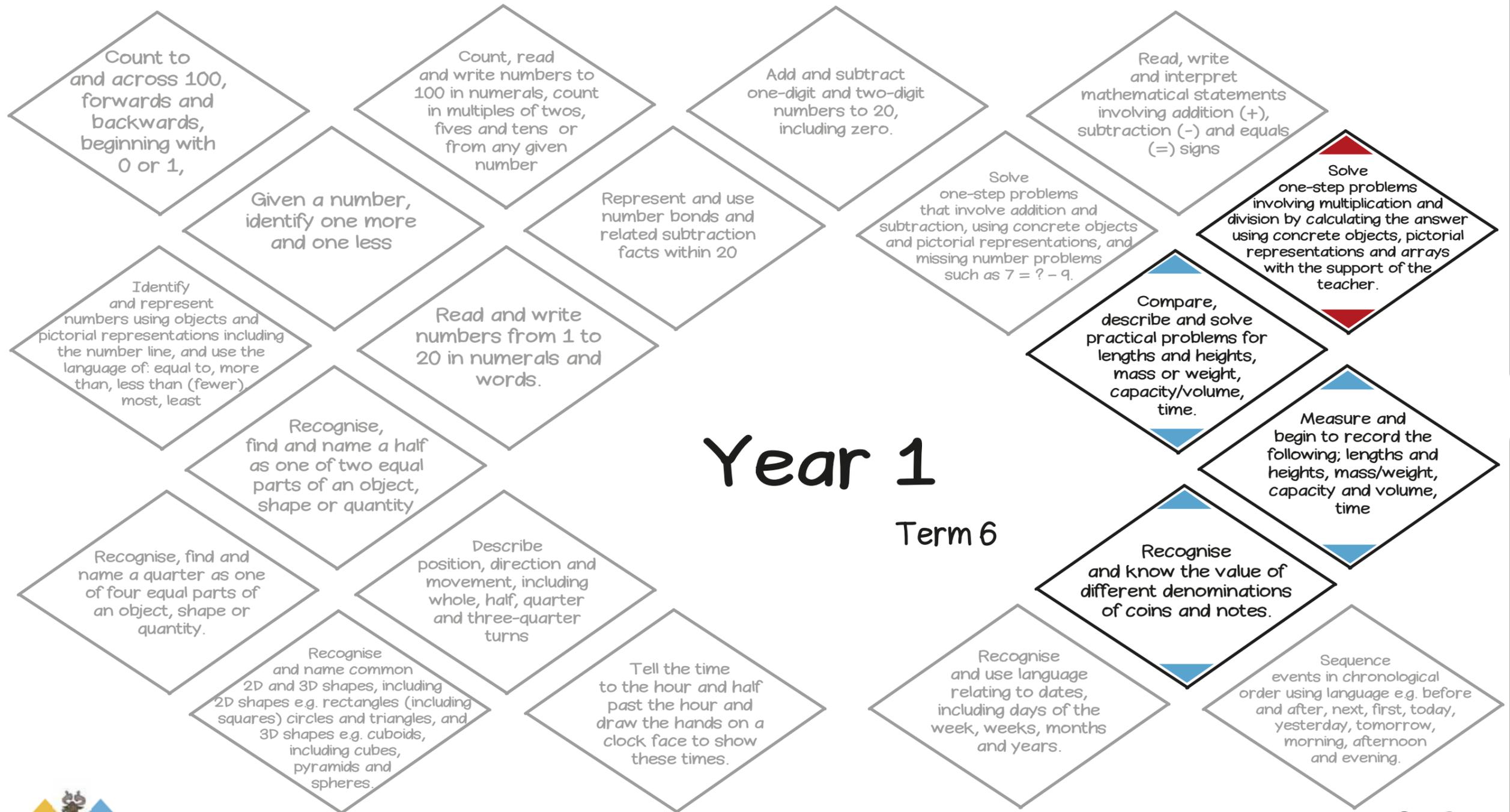
Mathematical Habits

Mathematical Mindsets

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Recognise, find and name a half as one of two equal parts of an object, shape or quantity

Measure and begin to record the following; lengths and heights, mass/weight, capacity and volume, time

Year 1

Term 3

Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Describe position, direction and movement, including whole, half, quarter and three-quarter turns

Recognise and know the value of different denominations of coins and notes.

Recognise and name common 2D and 3D shapes, including 2D shapes e.g. rectangles (including squares) circles and triangles, and 3D shapes e.g. cuboids, including cubes, pyramids and spheres.

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

Sequence events in chronological order using language e.g. before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.

Can Do Maths

Solving Problems

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Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs

Given a number, identify one more and one less

Represent and use number bonds and related subtraction facts within 20

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.

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.

Compare, describe and solve practical problems for lengths and heights, mass or weight, capacity/volume, time.

Recognise, find and name a half as one of two equal parts of an object, shape or quantity

Year 1

Term 4

Measure and begin to record the following; lengths and heights, mass/weight, capacity and volume, time

Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Describe position, direction and movement, including whole, half, quarter and three-quarter turns

Recognise and know the value of different denominations of coins and notes.

Recognise and name common 2D and 3D shapes, including 2D shapes e.g. rectangles (including squares) circles and triangles, and 3D shapes e.g. cuboids, including cubes, pyramids and spheres.

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

Sequence events in chronological order using language e.g. before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.

Can Do Maths

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Add and subtract one-digit and two-digit numbers to 20, including zero.

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

Given a number, identify one more and one less

Represent and use number bonds and related subtraction facts within 20

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.

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.

Compare, describe and solve practical problems for lengths and heights, mass or weight, capacity/volume, time.

Recognise, find and name a half as one of two equal parts of an object, shape or quantity

Measure and begin to record the following; lengths and heights, mass/weight, capacity and volume, time

Year 1

Term 5

Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Describe position, direction and movement, including whole, half, quarter and three-quarter turns

Recognise and know the value of different denominations of coins and notes.

Recognise and name common 2D and 3D shapes, including 2D shapes e.g. rectangles (including squares) circles and triangles, and 3D shapes e.g. cuboids, including cubes, pyramids and spheres.

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

Sequence events in chronological order using language e.g. before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.

Can Do maths

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Add and subtract one-digit and two-digit numbers to 20, including zero.

Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs

Given a number, identify one more and one less

Represent and use number bonds and related subtraction facts within 20

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.

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.

Compare, describe and solve practical problems for lengths and heights, mass or weight, capacity/volume, time.

Recognise, find and name a half as one of two equal parts of an object, shape or quantity

Year 1

Term 6

Measure and begin to record the following; lengths and heights, mass/weight, capacity and volume, time

Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Describe position, direction and movement, including whole, half, quarter and three-quarter turns

Recognise and know the value of different denominations of coins and notes.

Recognise and name common 2D and 3D shapes, including 2D shapes e.g. rectangles (including squares) circles and triangles, and 3D shapes e.g. cuboids, including cubes, pyramids and spheres.

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

Sequence events in chronological order using language e.g. before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.

Can Do Maths