

Number – number and place value	Number-addition and subtraction	Number- multiplication and division
<ul style="list-style-type: none"> -Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number -Count in multiples of twos, fives and tens -Read and write numbers to 100 in numerals -Read and write numbers from 1 to 20 in numerals and words -Begin to recognise the place value of numbers beyond 20 (tens and ones) -Identify and represent numbers using objects and pictorial representations including the number line -Use the language of: equal to, more than, less than (fewer), most, least -Given a number, identify one more and one less -Given a number identify ten more or less -Order numbers to 50 -Recognise and create repeating patterns with numbers, objects and shapes -Identify odd and even numbers linked to counting in twos from 0 and 1 -Solve problems and practical problems involving all of the above 	<ul style="list-style-type: none"> -Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs - Represent and use number bonds and related subtraction facts within 20 - Add and subtract one-digit and two-digit numbers to 20, including zero (using concrete objects and pictorial representations) - Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$ 	<ul style="list-style-type: none"> -Recall and use doubles of all numbers to 10 and corresponding halves - 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
Number- Fractions	Geometry- Properties of shapes	Measurement
<ul style="list-style-type: none"> -Understand that a fraction can describe part of a whole -Understand that a unit fraction represents one equal part of a whole -Recognise, find and name a half as one of two equal parts of an object shape or quantity (including measure) -Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity (including measure) 	<ul style="list-style-type: none"> -Recognise and name common 2-D shapes, including rectangles (including squares), circles and triangles -Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres 	<p>Measure and begin to record: - lengths and heights, using non-standard and then manageable standard units (m/cm) - mass/weight, using non-standard and then manageable standard units (kg/g) - capacity and volume using non-standard and then manageable standard units (litres/ml) - time (hours/minutes/seconds) within children's range of counting competence</p> <ul style="list-style-type: none"> -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) - Recognise and use language relating to dates, including days of the week, weeks, months and years - Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening) - 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 know the value of different denominations of coins and notes
Statistics	Geometry-position and direction	
<ul style="list-style-type: none"> -Sort objects, numbers and shapes to a given criterion and their own -Present and interpret data in block diagrams using practical equipment -Ask and answer simple questions by counting the number of objects in each category -Ask and answer questions by comparing categorical data 	<ul style="list-style-type: none"> -Describe movement, including whole, half, quarter and three-quarter turns - Recognise and create repeating patterns with objects and shapes - Describe position and direction 	