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| **Year 1** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Autumn | **Number: Place Value****(within 10/20)**I can count from 0 to 10 forwards and backwards, from any given numberI can count, read and write numbers to 10 in numeralsI can count, read and write numbers 1-10 in wordsI can count one more and one less than a given number (up to 10)I can recognise one to one correspondence to compare groupsI can use the language of: equal to, more than, less than (fewer), most, leastI can begin to use the < > = symbols to compare numbers and groups of objectsI can order numbers 0 – 10  | **Number: Addition and Subtraction (within 10)**I can read, write and interpret mathematical statements involving addition (+)I can represent and use number bonds to 10.I can read, write and interpret mathematical statements involving subtraction (–) I can represent and use subtraction facts within 10 to take away/find less and then find the difference.I can read, write and interpret mathematical statements involving equals (=) signs**Fluency**Automaticity of number bonds within 10.**Representations and structure**Part part whole, tens frame, bar model, number track, number lines.Counting objects, numicon, bead strings. | **Geometry: Shape**recognise and name common 2-D and 3-D shapes, including: I can 2-D shapes [for example, rectangles (including squares), circles and triangles] I can 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]. | **Consolidation** |
|  | **Fluency**Subitising**Representations and structure**Part part whole, bar model, number tracks and number linesPlace value counters, tens frame, counting object e.g. teddy bears, bead strings. |  |  |

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| **Year 1** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Spring | **Number: Place Value** **(within 20)**I can count from 0 to 20 forwards and backwards, from any given numberI can count, read and write numbers 11-20 in numeralsI can count, read and write numbers 11-20 in wordsI can identify which digit is tens and onesI can recognise how many tens and ones are in any given number from 11-20I can count one more and one less than a given number (up to 20)I can use one to one correspondence to compare groupsI can use the language of: equal to, more than, less than (fewer), most, leastI can use the < > = symbols to compare groups of objects and numbers within 20 I can order numbers 0 – 20  | **Number: Addition and Subtraction (within 20)**I can add by counting on.I can represent and use number bonds I know.I can add by making 10 (apply number bond knowledge e.g. 9 + 7 = 9 + 1 + 6).I can represent and use subtraction facts within 20 to take away/find less and then find the difference.I can read, write and interpret mathematical statements involving equals (=) signs to compare number sentences.**Children to be secure at mental addition and subtraction before crossing the tens boundary.** | **Number: Place Value (within 50)**I can count from 0 to 50 forwards and backwards, from any given numberI can count, read and write numbers 0-50 in numeralsI can count, read and write numbers 0-50 in wordsI can identify which digit is tens and onesI can recognise how many tens and ones are in any given number from 0-50I can represent numbers to 50I can count one more and one less than a given number (up to 50)I can use the language of: equal to, more than, less than (fewer), most, leastI can use the < > = symbols to compare groups of objects and numbers within 50I can order numbers 0 – 50 I can recognise and create repeating patterns:* I can count in 2s
* I can count in 5s
 | **Measurement: Length and Height**I can 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] |
| **Fluency**Automaticity of number bonds within 10 and 20.**Representations and structure**Part part whole, tens frame, bar model, number track, number lines.Counting objects, numicon, bead strings. | **Representations and structure**Part part whole, bar model, number track, number lines, hundred square, place value chartPlace value counters, tens frame, base 10, numicon, bead strings. |  |  |

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| **Year 1** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Summer | **Number: Multiplication and** **Division** I can count in 2s and 5s (recap from Spring).I can count in 10s.I can make equal groups.I can add equal groups.I can make doubles.I can make equal groups (grouping/sharing). | **Number: Fractions** I can recognise, find and name a half of shape.I can recognise, find and name a half of objects and quantities.I can recognise, find and name a quarter of shape.I can recognise, find and name a quarter of objects and quantities.**I can combine halves and quarters to make a whole.** | **Geometry:****Position and** **Direction**I can describe position, direction and movement, including whole, half, quarter and three quarter turns. | **Number: Place Value (100)**I can count from 0 to 100 forwards and backwards, from any given numberI can count, read and write numbers 0-100 in numeralsI can count, read and write numbers 0-100 in wordsI can identify which digit is tens and onesI can recognise how many tens and ones are in any given number from 0-100I can use the language of: equal to, more than, less than (fewer), most, leastI can use the < > = symbols to compare groups of objects and numbers within 100I can order numbers 0 – 100 I can count one more and one less than a given number (up to 100) | **Measurement:****Money**I can recognise and know the value of different denominations of coins and notes | **Measurement:****Time**I can sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]I can recognise and use language relating to dates, including days of the week, weeks, months and years I can tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. |
| **Fluency**Automaticity of skip counting in 2s, 5s and 10s.**Representations and structure**Hundred square, number lines, number tracks, sorting circles, tens frames, simple arrays e.g. donuts in rows.Numicon, counting objects, sorting hoops.\*equal groups of representations | **Fluency**Can count ½, 2/2 and recognise that 2 halves make a whole.**Representations and****structure**Bar model, shape, tangible objects, non-examples and examples (e.g. not two equal parts, compared to two equal parts) |  | **Representations and structure**Part part whole, bar model, number track, number lines, hundred square, place value chartPlace value counters, tens frame, base 10, numicon, bead strings. |  |  |