 Number and Place Value Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. Count, read and write numbers to 100 in numerals, count in different multiples including ones, twos, fives and tens. Given a number, identify one more and one less. Identify and represent numbers using concrete 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 digits and words. 	 Addition and Subtration Read, write and interpret mass statements involving addition (-) and equals (=) signs. Represent and use number by related subtraction facts with Add and subtract one-digit a numbers to 20 (9 + 9, 18 - 9) Solve simple one-step problic addition and subtraction, us objects and pictorial represents missing number problems. 	orthematical on (+), subtraction bonds and hin 20. and two-digit), including zero. ems that involve ing concrete	 Multiplication and Division Solve simple one-step problems involving multiplication and division, calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. Fractions Recognise, find and name a half as one of two equal parts of an object, shape or quantity. Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.
Measures • Compare, describe and solve practical problems for: Lengths and heights (e.g. long/short, longer/shorter, tall/short, double/half) • Mass or weight (e.g. heavy/light, heavier than, lighter than) • Capacity/volume (full/empty, more than, less than, quarter) • Time (quicker, slower, earlier, later) • Measure and begin to record the following: • Lengths and heights • Mass/weight • Capacity and volume • Time (hours, minutes, seconds) • Recognise and know the value of different denominations of coins and notes. • Sequence events in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening. • Recognise and use language relating to dates, including days of the week, weeks, months and years. • Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.		 Geometry: Properties of Shapes Recognise and name common 2-D and 3-D shapes, including: 2-D shapes (e.g. rectangles (including squares), circles and triangles). 3-D shapes (e.g. cuboids (including cubes), pyramids and spheres). 	
		 <u>Geometry: Position, Direction and Motion</u> Order and arrange combinations of objects and shapes in patterns. Describe position, directions and movements, including half, quarter and three-quarter turns. 	