

I can	Maths – Year 1	✓	Date
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 multiples of twos, fives and tens.		
	Given a number, identify one more and one less		
	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.		
Addition and Subtraction, Multiplication and Division	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.		
	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$.		
Fractions (including decimals and percentages)	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.		
Measurement	Compare, describe and solve practical problems for: lengths and heights.		
	<ul style="list-style-type: none"> • mass/weight 		
	<ul style="list-style-type: none"> • capacity and volume 		
	<ul style="list-style-type: none"> • time 		
	Measure and begin to record the following: lengths and heights		
	<ul style="list-style-type: none"> • mass/weight • capacity and volume • time 		
	Recognise and know the value of different denominations of coins and notes.		

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	Sequence events in chronological order using language.		
	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	Recognise and name common 2-D and 3-D shapes.		
	Describe position, direction and movement, including whole, half, quarter and three-quarter turns.		