

	Strand and Focus	Objectives
Term One	Counting	<ul style="list-style-type: none"> To count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. To 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.
	Addition and subtraction to 5 or more (part 1)	<ul style="list-style-type: none"> To read and write numbers from 1 to 20 in numerals and words. When given a number, identify one more and one less. To read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. To add and subtract one-digit and two-digit numbers to 20, including zero.
	Addition and subtraction to 5 or more (part 2)	<ul style="list-style-type: none"> To add and subtract one-digit and two-digit numbers to 20, including zero. To solve simple one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems.
	Addition totals to 10	<ul style="list-style-type: none"> To read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. To represent and use number bonds and related subtraction facts within 20. To add and subtract one-digit and two-digit numbers to 20 ($9 + 9$, $18 - 9$), including zero.
	Properties of shape	<ul style="list-style-type: none"> To recognise and name common 2D and 3D shapes, including: <ul style="list-style-type: none"> 2D shapes (rectangles (including squares), circles and triangles) 3D shapes (cuboids (including cubes), pyramids and spheres).
	Addition and subtraction to 10	<ul style="list-style-type: none"> To represent and use number bonds and related subtraction facts within 20. To solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \quad - 9$
Term Two	Counting and number order	<ul style="list-style-type: none"> To count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. To count, read and write numbers to 100 in numerals, count in multiples of twos, fives and tens. To 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. To read and write numbers from 1 to 20 in numerals and words.
	Place value and comparing quantities and numbers	<ul style="list-style-type: none"> When given a number, identify one more and one less. To 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. To read and write numbers from 1 to 20 in numerals and words.
	Developing mental strategies for addition	<ul style="list-style-type: none"> To read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. To represent and use number bonds and related subtraction facts within 20. To solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems.
	Subtraction as difference	<ul style="list-style-type: none"> To read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. To represent and use number bonds and related subtraction facts within 20. To add and subtract one-digit and two-digit numbers to 20, including zero. To solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems.
	Measures	<ul style="list-style-type: none"> To compare, describe and solve practical problems for: <ul style="list-style-type: none"> lengths and heights (long/short, longer/shorter, tall/short, double/half) mass or weight (heavy/light, heavier than, lighter than) capacity/volume (full/empty, more than, less than, quarter) time (quicker, slower, earlier, later). To recognise and know the value of different denominations of coins and notes.
	Addition and subtraction using money	<ul style="list-style-type: none"> To read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. To represent and use number bonds and related subtraction facts within 20. To add and subtract one-digit and two-digit numbers to 20, including zero. To solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems.
Term Three	Counting, reading and writing number patterns	<ul style="list-style-type: none"> To count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. To count, read and write numbers to 100 in numerals, count in multiples of twos, fives and tens. When given a number, identify one more and one less. To read and write numbers from 1 to 20 in numerals and words.
	Doubles and near doubles	<ul style="list-style-type: none"> To represent and use number bonds and related subtraction facts within 20. To add and subtract one-digit and two-digit numbers to 20, including zero. To solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems.
	Grouping and sharing	<ul style="list-style-type: none"> To solve one-step problems involving multiplication and division, calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.
	Fractions	<ul style="list-style-type: none"> To recognise, find and name a half as one of two equal parts of an object, shape or quantity.
	Measures, including time	<ul style="list-style-type: none"> To sequence events in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening. To tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. To measure and begin to record the following: <ul style="list-style-type: none"> lengths and heights mass/weight capacity and volume time (hours, minutes, seconds).
	Addition and subtraction to 15	<ul style="list-style-type: none"> To add and subtract one-digit and two-digit numbers to 20, including zero. To solve one-step problems that involve addition and subtraction, using objects and pictorial representations, and missing number problems.
Counting and place value	<ul style="list-style-type: none"> To count, read and write numbers to 100 in numerals, count in different multiples including ones, twos, fives and 	

	<ul style="list-style-type: none"> tens. When given a number, identify one more and one less. To 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. 	
Addition and subtraction beyond totals of 10	<ul style="list-style-type: none"> To add and subtract one-digit and two-digit numbers to 20, including zero. To solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems. 	
Grouping and sharing	<ul style="list-style-type: none"> To solve one-step problems involving multiplication and division, calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. 	
Shape, position and movement	<ul style="list-style-type: none"> To recognise and name common 2D and 3D shapes, including: 2D shapes (rectangles (including squares), circles and triangles) 3D shapes (cuboids (including cubes), pyramids and spheres). To describe position, directions and movements, including half, quarter and three- quarter turns. 	
Measuring and time	<ul style="list-style-type: none"> To compare, describe and solve practical problems for: lengths and heights (long/short,longer/shorter,tall/short,double/half), mass or weight (heavy/light, heavier than, lighter than) capacity/volume (full/empty, more than, less than, quarter) time (quicker, slower, earlier, later). To measure and begin to record the following: lengths and heights mass/weight capacity and volume time (hours, minutes, seconds) To sequence events in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening. 	
Addition and subtraction totals to 10	<ul style="list-style-type: none"> To add and subtract one-digit and two-digit numbers to 20, including zero. To solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems. 	
Term Five	Addition to totals to 10	<ul style="list-style-type: none"> To count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. To count, read and write numbers to 100 in numerals, count in multiples of twos, fives and tens. To 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. To read and write numbers from 1 to 20 in numerals and words.
	Addition and subtraction to 20	<ul style="list-style-type: none"> To represent and use number bonds and related subtraction facts within 20. To add and subtract one-digit and two-digit numbers to 20, including zero. To solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems.
	Fractions	<ul style="list-style-type: none"> To recognise, find and name a half as one of two equal parts of an object, shape or quantity. To recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.
	Multiplication and division	<ul style="list-style-type: none"> To solve one-step problems involving multiplication and division, calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.
	Measuring	<ul style="list-style-type: none"> To measure and begin to record the following: lengths and heights mass/weight capacity and volume time (hours, minutes, seconds).
	Moving and turning	<ul style="list-style-type: none"> To describe position, directions and movements, including half, quarter and three- quarter turns.
Term Six	Number and place value	<ul style="list-style-type: none"> When given a number, identify one more and one less. To 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.
	Addition and subtraction	<ul style="list-style-type: none"> To add and subtract one-digit and two-digit numbers to 20, including zero. To solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems.
	Fractions	<ul style="list-style-type: none"> To recognise, find and name a half as one of two equal parts of an object, shape or quantity. To recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.
	Multiplication and division	<ul style="list-style-type: none"> To solve one-step problems involving multiplication and division, calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.
	Time and using standard units	<ul style="list-style-type: none"> To measure and begin to record the following: lengths and heights mass/weight capacity and volume time (hours, minutes, seconds) To recognise and use language relating to dates, including days of the week, weeks, months and years. To tell the time to the hour and half past the hour and draw the hands on a clock face and to show these times.
	Addition to totals to 10	<ul style="list-style-type: none"> To order and arrange combinations of objects and shapes in patterns. To recognise and name common 2D and 3D shapes, including: 2D shapes (rectangles (including squares), circles and triangles) 3D shapes (cuboids (including cubes), pyramids and spheres).