## 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.
- Identify and represent numbers using pictorial representations including the number line.
- 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


## GEOMETRY

- Recognise and name common 2-D (rectangles, circles and triangles) and 3-D (cuboids, pyramids and spheres) shapes.
- Describe position, direction and movement, including whole, half, quarter and three-quarter turns.


## CALCULATION

- 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 $=-9$.
- Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects.
- Solve one-step problems involving multiplication and division using pictorial representations and arrays with the support of the teacher.


## MEASURES

- Compare, describe and solve practical problems for: length and height; mass and weight; capacity and volume; and time.
- Recognise and know the value of different denominations of coins and notes.
- Sequence events in chronological order using language [for example, before and after, next, first).
- 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.
- Draw the hands on a clock face to show these times.

