

...count to and across 100, forward and backwards, beginning with 0 or 1 or from any given number.

...recognise, find and name a quarter of an object, shape or quantity.

...count in multiples of 2, 5 and 10.

...count, read and write numbers to 100 in numerals.

...recognise, find and name a half of an object, shape or quantity.

...say what is one more or one less than any given number.



...solve one-step problems involving multiplication and division, by using concrete objects, pictorial representations and arrays.

...read and write numbers from 1 to 20 in numerals and words.

The Year 1 Mathematician 'I can...'

...identify and represent numbers using objects and pictorial representations including the number line.

...solve missing number problems.

...read, write and interpret mathematical statements involving addition, subtraction and equals signs.

...use the language: equal to, more than, less than (fewer), most and least.

...solve one-step problems that involve addition and subtraction, using objects and pictorial representations.

...represent and use number bonds and related subtraction facts to 20.

...add and subtract 1-digit and 2-digit numbers to 20, including 0.

■ Measurement

■ Geometry - properties of shapes

■ Geometry - position and direction

...compare, describe and solve practical problems for lengths and heights; mass/weight; capacity and volume and time.

...describe position, directions and movement, including half, quarter and three-quarter turns

...measure and begin to record lengths and heights; mass/weight; capacity and volume and time.

...recognise and name common 3D shapes (cuboids, including cubes, pyramids and spheres).



...recognise and know the value of different denominations of coins and notes.

...recognise and name common 2D shapes (rectangles, including squares, circles and triangles).

The Year 1 Mathematician
'I can...!'

...draw hands on a clock face to show these times.

...recognise and use language relating to dates, including days, weeks, months and years.

...tell the time to the hour.

...tell the time to half past the hour.

...sequence events in chronological order using language.