Number and Place Value			Addition and Subtraction					Multiplication and Division		
I can conforward beginnin any given I can connumbers multiples I can idealess of a I can idea numbers pictorial including use the more the most, lea I can realest I can	unt to and across 100, s and backwards, g with 0 or 1, or from n number unt, read and write to 100; count in s of twos, fives and tensentify one more and one any number entify and represent using objects and representations of the number line, and language of: equal to, an, less than (fewer),		I can read, write and into mathematical statements (+), subtraction (-) and expended in a can represent and use related subtraction facts. I can add and subtract or digit numbers to 20, included in a can solve one-step probaddition and subtraction, objects and pictorial represents in a can solve one step problems.	ns ds and two- nvolve ete s, and		•	I can solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. Fractions I can recognise, find and name a half as one of two equal parts of an object, shape or quantity I can recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.			
Measurement								Geometry		
 I can compare, describe and solve problems for: lengths and heights, mass or weight, capacity/volume, and time I can measure and begin to record lengths and heights, mass/weight, capacity and volume and time (hours, minutes, seconds) I recognise and know the value of different denominations of coins and notes I can sequence events in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening I recognise and use language relating to dates, including days of the week, weeks, months and years I can tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. 					rec (inc	 I can recognise and name common 2-D and 3-D shapes, including: 2-D shapes (e.g. rectangles (including squares), circles and triangles) and 3-D shapes (e.g. cuboids (including cubes), pyramids and spheres). I can describe position, directions and movements, including half, quarter and three-quarter turns. 				

