

Year 1 Key Objectives	
<p>Number and Place Value</p> <ul style="list-style-type: none"> - Count to and across 100, forwards and backwards beginning at any given number - Count in multiples of twos, fives and tens - Identify one more and one less than a given number - Use objects and pictorial representations including number lines to represent numbers - Use equal to, more than, less than, most, least 	<p>Addition and Subtraction</p> <ul style="list-style-type: none"> - read, write and interpret mathematical statements using (addition) + (subtraction)- and (equals) = - represent and use number bonds to 20 (and related subtraction facts) - add and subtract 1 digit and 2 digit numbers to 20 including 0 - solve one-step problems involving addition and subtraction using concrete, pictorial and missing numbers
<p>Multiplication and Division</p> <ul style="list-style-type: none"> - Solve one step problems using multiplication and division using concrete, pictorial and arrays 	<p>Fractions (use an object, shape and quantity)</p> <ul style="list-style-type: none"> - Recognise, find and name a half as one of two equal parts - Recognise, find and name a quarter as one of four equal parts
<p>Measurement</p> <p>Compare, describe and solve practical problems</p> <ul style="list-style-type: none"> - Measure and begin to record For: <ul style="list-style-type: none"> - Lengths and heights (long, short, longer, shorter, tall, short, double, half) - Mass and weight (heavy, light, heavier than, lighter than) - Capacity and volume (full, empty, more than, less than, half, half full, quarter) - Time (hours, minutes, seconds) (quicker, slower, earlier, later) <p>Recognise/know the value of denominations of coins and notes</p> <p>Sequence events in chronological order e.g. before/after, next, first, yesterday, tomorrow</p> <p>Use language relating to dates including dates, days of the week, months and years</p> <p>Tell the time to the hour and half past the hour</p> <p>Draw hands on a clock face</p>	<p>Shape</p> <ul style="list-style-type: none"> - Recognise and name common 2-D shapes (rectangles, squares, circles and triangles) - Recognise and name common 3_D shapes (cuboids, cubes, pyramids and spheres)