

Year 1	Number and place value	Addition and subtraction	Multiplication and division	Fractions	Measurement	Geometry:	
						Properties of shape	Position and direction
Milestone1 inc ELGs	<ul style="list-style-type: none"> Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number given a number, identify one more and one less 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 read and write numbers from 1 to 20 in numerals and words 	<ul style="list-style-type: none"> read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs add and subtract one digit 	<ul style="list-style-type: none"> count reliably in two's share objects equally by counting how many in each group 	<ul style="list-style-type: none"> recognise, find and name a half as one of two equal parts of an object, shape or quantity 	<ul style="list-style-type: none"> Compare, describe and solve practical problems for: <ul style="list-style-type: none"> Lengths and heights (e.g. long/short, longer/shorter, tall/short, double/half) Time (quicker, slower, earlier, later) Measure and begin to record the following: <ul style="list-style-type: none"> Lengths and heights Time (hours) Recognise and know the value of different denominations of coins and notes Sequence events in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening Recognise and use language relating to dates, including days of the week, weeks, months and years Tell the time to the hour 	<ul style="list-style-type: none"> Recognise and name common 2-D shapes including squares and circles 	
Milestone 2	<ul style="list-style-type: none"> count in multiples of twos, and tens 	<ul style="list-style-type: none"> represent and use number bonds and related subtraction facts within 20 add and subtract one-digit and two-digit numbers to 20, including zero 	<ul style="list-style-type: none"> solve one-step problems involving multiplication, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. 	<ul style="list-style-type: none"> recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. 	<ul style="list-style-type: none"> Compare, describe and solve practical problems for: <ul style="list-style-type: none"> mass / weight time (minutes) tell the time to the hour and half past the hour and draw the hands on a clock face to show these times 	<ul style="list-style-type: none"> Recognise and name common 2-D shapes including rectangles, squares, circles and triangles 	
Milestone 3	<ul style="list-style-type: none"> count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens 1NPV-1 Count within 100, forwards and backwards, starting with any number. 1NPV-2 Reason about the location of numbers to 20 within the linear number system, including comparing using < > and = 1NF-2 Count forwards and backwards in multiples of 2, 5 and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers. 	<ul style="list-style-type: none"> solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \quad - 9$ 1NF-1 Develop fluency in addition and subtraction facts within 10. 1AS-1 Compose numbers to 10 from 2 parts and partition numbers to 10 into parts, including recognizing odd and even numbers 1AS-2 Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbols, and relate additive expressions and equations to real-life contexts. 	<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> recognise, find and name a half as one of two equal parts of an object, shape or quantity recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. (From milestone 1 and 2-deeper) 	<ul style="list-style-type: none"> Compare, describe and solve practical problems for: <ul style="list-style-type: none"> capacity/volume (full/empty, more than, less than, quarter) 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) Compare, describe and solve practical problems for lengths and height; mass or weight; capacity or volume Know the days of the week and months in the year 	<ul style="list-style-type: none"> Recognise and name common 3-D shapes including cuboids, cubes, pyramids and spheres. 1G-1 Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles and pyramids are not always similar to one another. 	<ul style="list-style-type: none"> Describe position, directions and movements, including half, quarter and three-quarter turns. 1G-2 Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations.

