S STO	0
S. C.	

	Year I- Maths Objectives for Coverage
Place Value:	Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
Counting	Count numbers to 100 in numerals; count in multiples of twos, fives and tens
	Identify and represent numbers using objects and pictorial representations
Place Value:	Read and write numbers to 100 in numerals
Represent	Read and write numbers from 1 to 20 in numerals and words
Place Value: Use	Given a number, identify one more and one less
and compare	, ,
Addition and	Read, write and interpret mathematical statements involving addition, subtraction and equals signs
Subtraction: Recall,	Represent and use number bonds and related subtraction facts within 20
Represent, Use	
Addition and	Add and subtract one-digit and two-digit numbers to 20, including zero
Subtraction:	
Calculation	
Addition and	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial
Subtraction: Solve	representations, and missing number problems such as $7=$ $_$ - 9
Problems	
Multiplication and	Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects,
Division: Solve	pictorial representations and arrays with the support of the teacher
Problems	
Fractions: Recognise	Recognise, find and name a half as one of two equal parts of an object, shape or quantity
and Write	Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity
	Compare, describe and solve practical problems for:
	Lengths and heights (longer/shorter)
	Mass/ Weight (heavier than/ lighter than)
	Capacity and Volume (full/empty, more than half/less than half)
Measurement: Using	Time (Quicker/slower, earlier/faster)
Measures	Measure and begin to record the following:
	Lengths and heights
	Mass and Weight
	Capacity and Volume
	Time (hours, minutes, seconds)
Measurement: Money	Recognise and know the value of different denominations of coins and notes
J	Sequence events in chronological order using language (before and after/ next, yesterday, first, morning)
Measurement: Time	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 and draw the hands on a clock face to show these times
Geometry:	Recognise and name common 2-D shapes (rectangles, circles and triangles)
2-D Shapes	
Geometry:	Recognise and name common 3-D shapes (cuboids, pyramids and spheres)
3-D Shapes	
Geometry:	Describe position, direction and movement, including whole, half, quarter and three-quarter turns
Position and	
Direction	