



Number - Number & Place Value (within 10)	End of Unit Goal
Sort objects	Pupils will be able to:
Count objects	
Count objects from a group of 10.	• count to and across 100, forwards and backwards, beginning with 0
Represent objects	or 1, or from any given number
Represent numbers to 10.	• count, read and write numbers to 100 in numerals; count in multiples
Count, read and write forwards from any number 0 to 10	of twos, fives and tens
Count, read and write backwards from any number 0 to 10	given a number, identify one more and one less
Count one more	 identify and represent numbers using objects and pictorial
Count one less	representations including the number line, and use the language of:
One - to -one correspondence to start to compare groups	equal to, more than, less than (fewer), most, least
Compare objects (Compare groups using language such as equal,	 read and write numbers from 1 to 20 in numerals and words.
more/greater,less/fewer)	
Introduce <,> and = symbols	
Compare numbers	
Order groups of objects	
Order numbers	
Ordinal numbers (1 st , 2 nd , 3 rd)	
The number line	
Number - Number & Place Value (within 20)	
Count forwards and backwards and write numbers to 20 in numerals and	
words.	
Numbers from 11 to 20	
Tens and ones	
Count one more and one less	
Compare groups of objects	
Compare numbers	
Order groups of objects	
Order numbers	





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Number - Number & Place Value (within 50)	
Counting to 50 by making 10s	
Numbers to 50	
Counting forwards and backwards ewithin 50	
Tens and ones	
Represent numbers to 50	
One more one less	
Compare objects within 50	
Compare numbers within 50	
Order numbers within 50	
Count in 2s	
Count in 5s	
Number - Number & Place Value (within 100)	
Counting to 100 by making 10s	
Counting to 100	
Counting forwards and backwards within 100	
Introduce the 100 square	
Partitioning numbers	
Comparing numbers	
Ordering Numbers	
One more, one less	
Number - Calculation	
Addition & Subtraction within 10	
Introducing parts and wholes	Pupils will be able to:
Part-whole model with images/objects	
Part-whole model	 read, write and interpret mathematical statements involving
Addition symbol	addition (+), subtraction (-) and equals (=) signs
Fact families – addition facts	 represent and use number bonds and related subtraction facts
Find number bonds for numbers within 10	within 20
Systematic methods for number bonds within 10	add and subtract one-digit and two-digit numbers to 20, including
Number bonds to 10	zero zero
Compare number bonds	





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Addition – adding together	solve one-step problems that involve addition and subtraction, using
Addition – adding more	concrete objects and pictorial representations, and missing number
Addition - using bonds	problems such as 7 = - 9.
Finding a part	
Subtraction – taking away, how many left? Crossing out	
Subtraction – taking away, how many left? Introducing the subtraction	
symbol.	
Subtraction – find a part – breaking apart	
Fact families – the 8 facts	
Subtraction – counting back	
Subtraction- finding the difference	
Comparing addition and subtraction statements – $a + b > x$	
Comparing addition and subtraction statements a + b > c + d	
Number - Calculation	
Addition & Subtraction within 20	
Add by counting on	
Add ones using number bonds	
Find and make number bonds	
Add by making 10	
Subtraction - Not crossing 10	
Subtraction – not crossing 10 (counting back)	
Subtraction – crossing 10 (counting back)	
Subtraction - Crossing 10 (1)	
Subtraction - Crossing 10 (2)	
Related facts	
Compare number sentences	
Number - Calculation	
Multiplication & Division	
Count in 2s	Pupils will be able to:
Count in 5s	
Count in 10s	solve one-step problems involving multiplication and division, by
Make equal groups	calculating the answer using concrete objects, pictorial
Add by making 10 Subtraction - Not crossing 10 Subtraction - not crossing 10 (counting back) Subtraction - crossing 10 (counting back) Subtraction - Crossing 10 (1) Subtraction - Crossing 10 (2) Related facts Compare number sentences Number - Calculation Multiplication & Division Count in 2s Count in 5s Count in 10s	 solve one-step problems involving multiplication and division, by





Make arrays	representations and arrays with the support of the teacher.
Make doubles	representations and arrays with the support of the reaction.
Make equal groups - grouping	
Make equal groups - sharing	
Number - Fractions	
Making a half	Pupils will be able to:
Making a whole	
Find a half (1)	 recognise, find and name a half as one of two equal parts of an
Find a half of a quantity	object, shape or quantity
Find a half (2)	• recognise, find and name a quarter as one of four equal parts of an
Making a quarter activity	object, shape or quantity.
Find a quarter (1)	
Find a quarter of a quantity activity	
Find a quarter (2)	
Measure - Length & Height	
Compare lengths	Pupils will be able to:
Compare heights	
Compare lengths and heights	compare, describe and solve practical problems for:
Measuring lengths (non-standard units)	
Measure length (1)	 lengths and heights [for example, long/short, longer/shorter,
Introducing the ruler	tall/short, double/half]
Measure length (2)	
Adding length problems	measure and begin to record the following:
Subtracting length problems	
	lengths and heights
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Measure - Weight & Volume	Dimile will be able to:
Introduce weight and mass	Pupils will be able to:
Measure mass	asimpone deganihe and galve propried problems for
Compare mass	compare, describe and solve practical problems for:
Weight and mass problems	





Introduce capacity and volume Measure capacity Compare capacity	 mass/weight [for example, heavy/light, heavier than, lighter than] capacity and volume [for example, full/empty, more than, less than, half, half full, quarter] measure and begin to record the following: mass/weight capacity and volume
Measure - Time	
Before and after Dates Time to the hour Time to the half hour Writing time Comparing time	 Pupils will be able to: compare, describe and solve practical problems for: time [for example, quicker, slower, earlier, later] measure and begin to record the following: time (hours, minutes, seconds) sequence events in chronological order using language [for example, 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 and half past the hour and draw the hands on a clock face to show these times.
Measure - Money	
Recognising coins Recognising notes Counting coins	 Pupils will be able to: recognise and know the value of different denominations of coins





	and notes
Geometry - Shape	
Recognise and name 3-D shapes	Pupils should be able to:
Sort 3-D shapes	
Recognise and name 2-D shapes	 recognise and name common 2-D and 3-D shapes, including
Sort 2-D shapes	• 2-D shapes [for example, rectangles (including squares), circles and
Patterns with 3-D and 2-D shapes	triangles] • 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].
Geometry - Position & Direction	
Describe turns	Pupils will be able to:
Describe position (1)	
Describe position (2)	 describe position, direction and movement, including whole, half, quarter and three- quarter turns.