

Year 1 Maths			
highlighted objectives → DfE Ready-to-Progress Criteria			
Place Value	Key Vocabulary		
		<div style="display: flex; flex-wrap: wrap; justify-content: space-around; gap: 10px;"> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">sort</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">groups</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">one more</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">one less</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">fewer</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">fewest</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">pattern</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">smallest</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">order</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">ones</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">count on</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">count back</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">count up</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">less than (<)</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">greater than (>)</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">tens</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">smaller</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">larger</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">smallest</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">most</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">greatest</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">equal to (=)</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">number line</div> <div style="border: 1px solid black; border-radius: 15px; padding: 2px 10px;">100 square</div> </div>	
End of Year Objective	'I know' statements	'I can' statements	Suggested manipulatives
To count on in ones from any given number (Autumn = to 10, Spring = to 50, Summer = to 100)	<ul style="list-style-type: none"> I know that you do not always need to start at zero when counting I know that counting is a way of finding 'how many' 	<ul style="list-style-type: none"> I can use objects (e.g. counters or cubes) to support my counting I can count on from any number I can count backwards from any number 	Tens frames Number tracks 100 squares (for Spring/Summer terms)
To read and write numbers (Autumn = to 10, Spring = to 50, Summer = to 100) using digits	<ul style="list-style-type: none"> I know that the first digit in a two-digit number represents the tens I know that the second digit in a two-digit number represents the ones 	<ul style="list-style-type: none"> I can say numbers to ___ verbally I can form digits 0-9 accurately and sit them on the line I can write two-digit numbers the correct way around (e.g. twenty-three is 23 not 32) 	Tens frames Bead strings Number tracks
To read and write all numbers to 20 using words	<ul style="list-style-type: none"> I know that numbers can be written using either digits or words I know that numbers 13-19 end in -teen I know that the value of a number is not affected by the length of the word (e.g. three (five letters) is not more than ten (3 letters)) 	<ul style="list-style-type: none"> I can say numbers to ___ verbally I can match numerals to their written counterpart I can spell numbers to twenty using my phonics knowledge 	Word mats Digit cards
To say the number that is one more or one less than a given number (Autumn = to 10, Spring = to 50, Summer = to 100)	<ul style="list-style-type: none"> I know that 'one more' is the number that comes after I know that 'one less' is the number that comes before 	<ul style="list-style-type: none"> I can use language related to place value (equal to, more than, less than, fewer) 	Cubes Number tracks
To compare and order numbers (Autumn = to 10, Spring = to 50, Summer = to 100)	<ul style="list-style-type: none"> I know that groups are equal if we can match objects up equally (one-to-one correspondence) I know that < means less than I know that > means greater than I know that = means equal to 	<ul style="list-style-type: none"> I can use language related to place value (equal to, more than, less than, fewer) I can begin to use the inequality symbols to compare groups and numbers I can order three numbers accurately 	Split pin inequality symbols Cubes

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To partition 2-digit numbers into tens and ones	<ul style="list-style-type: none"> I know that numbers can be composed of two or more parts I know that ten is equivalent to ten ones I know that the first digit in a two-digit number represents the tens I know that the second digit in a two-digit number represents the ones 	<ul style="list-style-type: none"> I can say how many tens and how many ones a number has I can use 'ten and a bit' to partition numbers to 20 I can use part whole models to partition numbers into tens and ones 	<p>Tens frames</p> <p>Straw bundles</p> <p>Part whole models</p>
To use and label numberlines that count in ones	<ul style="list-style-type: none"> I know that number lines are different to number tracks, and that numbers should be written on the divisions I know that zero can be included on a number line I know that numberlines can have different start and end points 	<ul style="list-style-type: none"> I can write numbers on a numberline in the correct position I can use number lines to count forwards and backwards I can use number lines to identify one more and one less 	Blank number lines
To identify and represent numbers using objects and pictorial representations (Autumn = to 10, Spring = to 50, Summer = to 100)	<ul style="list-style-type: none"> I know to make groups of ten when counting larger numbers 	<ul style="list-style-type: none"> I can represent real life objects with counters or cubes I can match numerals to a set of counters or objects 	<p>Counters</p> <p>Multi-link cubes</p> <p>Tens frames</p>

Addition and Subtraction	<h3 style="margin: 0;">Key Vocabulary</h3> <div style="display: flex; flex-wrap: wrap; justify-content: center; gap: 10px;"> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">group</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">part</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">whole</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">add</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">altogether</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">subtract</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">number sentence</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">difference</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">how many are left?</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">part-whole model</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">in total</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">fact family</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">how many fewer?</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">altogether</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">plus</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">take away</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">number bonds</div> <div style="border: 1px solid purple; border-radius: 10px; padding: 5px 10px; margin: 2px;">missing part</div> </div>
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End of Year Objective	'I know' statements	'I can' statements	Suggested manipulatives
To use +, - and = signs correctly	<ul style="list-style-type: none"> I know that '+' is the symbol for addition, and is used to represent combining two or more parts I know that '-' is the symbol for subtraction, and is used to represent removing one part I know that '=' is the equals symbol, and is used to show equivalence between a calculation and answer 	<ul style="list-style-type: none"> I can write number sentences for 'first, then, now' stories I can verbally describe what is happening in a number sentence I can use different mathematical language for addition (e.g. 'plus', 'add', 'altogether') I can use different mathematical language for subtraction (e.g. 'subtract', 'minus', 'take away') 	<p>first, then, now boards</p> <p>counting objects/other resources to aid adding and subtracting</p>
To recall and use number bonds to 10	<ul style="list-style-type: none"> I know number bonds to ten I know that a fact family is a collection of calculations that describe the same relationship between three numbers 	<ul style="list-style-type: none"> I can recall number bonds to ten I can work systematically to identify and recall all number bonds I can identify other calculations in a fact family for a given calculation 	<p>Tens frames</p> <p>Numicon</p>

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To recall and use number bonds to 20	<ul style="list-style-type: none"> I know number bonds to twenty I know that a fact family is a collection of calculations that describe the same relationship between three numbers 	<ul style="list-style-type: none"> I can recall number bonds to twenty I can work systematically to identify and recall all number bonds I can identify other calculations in a fact family for a given calculation 	Tens frames Numicon
To add numbers to 20, including 0	<ul style="list-style-type: none"> I know that addition is commutative, and can be done in any order I know that adding can be done by 'counting on' I know that it is easier to add a smaller number to a greater number (13+1 is easier than 1+13) I know that when 0 is added, the number remains the same 	<ul style="list-style-type: none"> I can use counters or other resources to support my addition I can use doubles and near doubles to support my addition I can add within 20 	Tens frame Double sided counters Number lines
To subtract numbers to 20, including 0	<ul style="list-style-type: none"> I know that subtraction can be done by 'counting back' I know that when 0 is subtracted, the number remains the same 	<ul style="list-style-type: none"> I can cross out/remove counters or objects to support my subtraction I can subtract within 20 	Tens frame Counters Number lines
To solve one-step problems involving addition and subtraction, when they are represented pictorially or with objects	<ul style="list-style-type: none"> I know that addition and subtraction can be used in real life contexts I know that I can use counters or drawings to represent objects/numbers in a calculation 	<ul style="list-style-type: none"> I can identify whether I need to add or subtract to solve a problem I can solve 'how many more...' or 'how many less...' style problems I can solve simple missing number problems 	Various depending on problem
Multiplication and division	Key Vocabulary		
	<div style="display: flex; justify-content: center; gap: 10px;"> equal group array row column double share </div>		
End of Year Objective	'I know' statements	'I can' statements	Suggested manipulatives
To count in multiples of 2, 5 and 10	<ul style="list-style-type: none"> I know that multiples of 2 are even 	<ul style="list-style-type: none"> I can count forwards and backwards in multiples of 2 I can count forwards and backwards in multiples of 5 I can count forwards and backwards in multiples of 10 I can begin counting from any given multiple 	Items that come in pairs (e.g. socks, gloves) numicon numberlines bead strings
To recognise odd and even numbers	<ul style="list-style-type: none"> I know that even numbers can be shared into two whole equal parts, while odd numbers can not I know that even numbers end in 0, 2, 4, 6 or 8 I know that odd numbers end in 1, 3, 5, 7 or 9 	<ul style="list-style-type: none"> I can identify if a whole number is odd or even 	numicon number lines

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To recognise, make and add equal groups	<ul style="list-style-type: none"> I know that multiplication involves equal groups 	<ul style="list-style-type: none"> I can identify if groups are equal or unequal I can make, for example, '2 groups of 5' and '5 groups of 2', recognising similarities and differences I can add equal groups to calculate the total number of objects I can record my calculations as repeated additions 	counters, cubes or counting objects
To demonstrate an understanding of sharing and grouping	<ul style="list-style-type: none"> I know the difference between sharing and grouping 	<ul style="list-style-type: none"> I can share a given amount into equal groups I can group a given amount into equal groups 	
Fractions	Key Vocabulary		
	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid blue; border-radius: 15px; padding: 5px 15px;">half</div> <div style="border: 1px solid blue; border-radius: 15px; padding: 5px 15px;">halves</div> <div style="border: 1px solid blue; border-radius: 15px; padding: 5px 15px;">quarter</div> <div style="border: 1px solid blue; border-radius: 15px; padding: 5px 15px;">whole</div> <div style="border: 1px solid blue; border-radius: 15px; padding: 5px 15px;">part</div> </div>		
End of Year Objective	'I know' statements	'I can' statements	Suggested manipulatives
To understand that fractions represent equal parts of a whole	<ul style="list-style-type: none"> I know that the total in a group represents the 'whole' I know that a whole can be split into parts I know that parts of a whole can be equal or unequal I know that fractions represent equal parts of a whole 	<ul style="list-style-type: none"> I can identify if a shape has been split equally or not I can identify if a group has been split equally or not I can make equal groups from a whole amount or shape 	
To recognise and find $\frac{1}{2}$ or $\frac{1}{4}$ of a shape	<ul style="list-style-type: none"> I know that $\frac{1}{2}$ means 'one of two equal parts' I know that $\frac{1}{4}$ means 'one of four equal parts' I know that shapes can be split into halves or quarters in different ways 	<ul style="list-style-type: none"> I can find half of a shape by splitting it into two equal parts I can find a quarter of a shape by splitting it into four equal parts I can recognise if a half or a quarter of a shape has been shaded 	paper shapes (to fold or cut)
To recognise and find $\frac{1}{2}$ or $\frac{1}{4}$ of a set of objects or quantity	<ul style="list-style-type: none"> I know that $\frac{1}{2}$ of a set of objects can be found by sharing them into two equal groups I know that $\frac{1}{4}$ of a set of objects can be found by sharing them into two equal groups 	<ul style="list-style-type: none"> I can find half of a set of objects by sharing into two equal groups I can find a quarter of a set of objects by sharing into four equal groups 	counters/cubes/counting objects

Measurement	Key Vocabulary			
		long, longer, longest measure length tall, taller, tallest short, shorter, shortest wide, wider, widest thin, thinner, thinnest compare height greater than (>) less than (<) coins notes pound pence	heavier, heaviest lighter, lightest capacity balance scales full empty compare weight, weigh mass balanced measure estimate hour hand hour month o'clock half past	after yesterday before day week year calendar today minute hand
End of Year Objective	'I know' statements	'I can' statements	Suggested manipulatives	
To measure and record length, mass and capacity	<ul style="list-style-type: none"> I know that a consistent unit needs to be used to measure accurately I know that length/height can be measured in centimetres I know that when a balance scale is balanced, the objects have the same mass I know that capacity is the maximum amount a container can hold I know that volume is the actual amount of something inside a container 	<ul style="list-style-type: none"> I can measure the height or length of objects using non-standard units such as cubes I can use a ruler correctly to measure in centimetres I can measure the mass of objects using non-standard units such as cubes I can describe the volume of a container as 'empty', 'nearly empty' or 'full' I can measure the capacity of containers using non-standard units such as sand or cubes 	cubes rulers balancing scales different containers	
To compare lengths, masses or capacities using mathematical vocabulary	<ul style="list-style-type: none"> I know that when we're measuring height we say 'taller', and when we're measuring length we say 'longer' I know that, when using a balance scale to compare mass, the lower object is heavier I know that a consistent unit needs to be used to compare accurately 	<ul style="list-style-type: none"> I can use mathematical language to compare lengths and heights (e.g. 'longer', 'shorter', 'taller') I can use mathematical language to compare masses (e.g. 'heavier', 'lighter') I can use mathematical language can compare volume (e.g. 'more than', 'less than') 	balancing scales cubes different containers	
To recognise all coins and notes	<ul style="list-style-type: none"> I know that different coins have different values I know that, for example, 20p is equivalent to twenty 1ps or two 10ps I know that the larger the size of the note, the greater value it has 	<ul style="list-style-type: none"> I can recognise the value of different coins I can recognise the value of different notes 	coins and notes	
To compare and describe duration	<ul style="list-style-type: none"> I know that seconds are shorter than minutes I know that minutes are shorter than hours 	<ul style="list-style-type: none"> I can choose the most appropriate unit to measure duration of a given activity I can use vocabulary to compare duration (e.g. 'slower', 'faster') 	sand timers stop watches	

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To sequence events in the correct order	<ul style="list-style-type: none"> I know that the day can be split into 'morning', 'afternoon' and 'evening' 	<ul style="list-style-type: none"> I can use vocabulary to sequence events (e.g. 'before', 'after', 'first', 'next', 'finally') 	visual timetable
To recognise and talk about days, weeks, months and years	<ul style="list-style-type: none"> I know that there are seven days in a week I know that there are twelve months in a year 	<ul style="list-style-type: none"> I can recall the days of the week in order I can say what day/month came before a given day/month, and what will come after 	calendars
To tell the time to o'clock or half past	<ul style="list-style-type: none"> I know that an analogue clock is like a number line but in a circle I know that the arrows/pointers on an analogue clock are called 'hands' I know that the minute hand is longer than the hour hand I know that when the minute hand is pointing at 12, it is 'o'clock' I know that when the minute hand is pointing at 6, it is 'half past' 	<ul style="list-style-type: none"> I can tell the time to o'clock I can tell the time to half past I can draw hands on a clock to show 'o'clock' or 'half past' times 	individual interactive clocks
Geometry: Properties of shapes	Key Vocabulary		
	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">3D shape</div> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">cube</div> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">cuboid</div> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">cone</div> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">2D shape</div> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">circle</div> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">pattern</div> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">square</div> </div> <div style="display: flex; justify-content: space-around; align-items: center; margin-top: 5px;"> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">sphere</div> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">pyramid</div> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">cylinder</div> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">triangle</div> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">rectangle</div> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">faces</div> <div style="border: 1px solid red; border-radius: 15px; padding: 5px; margin: 2px;">repeated</div> </div>		
End of Year Objective	'I know' statements	'I can' statements	Suggested manipulatives
To name and recognise 2D shapes (circle, triangle, square and rectangle)	<ul style="list-style-type: none"> I know that 2D shapes are flat I know that 2D shapes can be shown in different orientations, but remain the same shape 	<ul style="list-style-type: none"> I can match simple 2-D shapes to their name I can recognise different 2-D in my environment I can notice differences and similarities between 2-D shapes (e.g. size, type, colour) 	2D shapes Printing activities
To name and recognise 3D shapes (cuboid, cube, pyramid, cone and sphere)	<ul style="list-style-type: none"> I know that '3D' shapes are not flat but solid, and take up space I know that 3D shapes can have flat faces or curved surfaces 	<ul style="list-style-type: none"> I can match simple 3-D shapes to their name I can recognise different 3-D shapes in my environment I can notice differences and similarities between 3-D shapes (e.g. size, type, colour) 	3D shapes Everyday objects



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Geometry: Position and direction	Key Vocabulary			
	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">turn</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">half turn</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">quarter turn</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">whole turn</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">above</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">below</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">top</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">middle</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">bottom</div> </div> <div style="display: flex; justify-content: space-around; align-items: center; margin-top: 10px;"> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">left</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">right</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">forwards</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">backwards</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">first</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">second</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">third</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 5px;">fourth</div> </div>			
End of Year Objective	'I know' statements	'I can' statements	Suggested manipulatives	
To describe positions and turns using mathematical vocabulary	<ul style="list-style-type: none"> I know the difference between left and right 	<ul style="list-style-type: none"> I can follow instructions to complete half and quarter turns I can identify the size of the turn from the start and end position of the shape/object I can describe position and movement using mathematical language (e.g. above, below, forwards, backwards) 	bee bots blank grids	