

Year 1 Maths Targets	A1	A2	Sp1	Sp2	S1	S2
<b>Number - number and place value</b>						
Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number						
Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens						
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						
Partition a two-digit number into tens and ones, using resources to support.						
<b>number - addition and subtraction, multiplication and division</b>						
Understand the terms add, put together, total, find the difference, take away and subtract						
Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs						
Represent and use number bonds and related subtraction facts within 20, starting to memorise						
Add and subtract one-digit and two-digit numbers to 20, including zero						
Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations						
Solve missing number problems such as $7 = ? - 9$ .						
Reason about addition e.g. when counting in 10s from 0 the answer will always end in 0; when counting in 5s from 0, the number will end in 0 or 5; and, when they count in 2s from 0, the answer will always be even						
Understand the terms halving, doubling and read, write and interpret the signs $\times$ and $\div$						
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						
Use representations to explain and prove that repeated addition is the same as multiplication (e.g. using an array or number line)						
Pupil can recognise when a group of objects can be shared equally and when it cannot.						
Solve multi step problems involving addition, subtraction, division and/or multiplication without support						
<b>Number - Fractions</b>						
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						
Explain what happens if you add four equal quarters or two equal halves of a shape together.						

Year 1 Maths Targets	A1	A2	Sp1	Sp2	S1	S2
<b>Measurement</b>						
Compare, describe and solve practical problems related to lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]						
Compare, describe and solve practical problems related to mass/weight [for example, heavy/light, heavier than, lighter than]						
Compare, describe and solve practical problems relating to capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]						
Compare, describe and solve practical problems relating to time [for example, quicker, slower, earlier, later]						
Measure and begin to record length and height using centimetres and meters						
Measure and begin to record the mass using grams and kilograms						
Measure and begin to record time using hours, minutes, seconds						
Measure capacity and volume, presenting results in millilitres and litres and reading scales in divisions of 1s,2s,5s and 10s						
Recognise and know the value of different denominations of coins and notes						
Find different ways of making the same amount of money with different coins						
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						
Predict which of a selection of o'clock and half past times will occur next						
Arrange containers of different sizes in order of mass or capacity.						
<b>Geometry - properties of shapes</b>						
Say whether a 2D object is a rectangle (including a square), triangle, circle or oval						
Recognise and name common 3D shapes such as cuboids (including cubes), pyramids and spheres.						
<b>Geometry - position and direction</b>						
Describe position, direction and movement, including whole, half, quarter and three-quarter turns						
Identify 2D shapes in the faces of 3D shapes						
Say when objects have made half, quarter and three-quarter turns						
Plan a short route using simple commands.						