



## Maths Targets

	Year 1	Evidence	Assessed
<b>Problem solving through all areas:</b>	Reason following a line of enquiry.		
	Solve routine problems.		
	Solve non-routine problems.		
	Develop an argument, justification or proof using mathematical language.		
	Break down problems into simpler steps.		
	Persevere in seeking solutions.		
<b>Number and Place Value</b>	Count to and across 100, forwards, beginning with 0 or 1, or from any given number.		
	Count to and across 100, backwards, beginning with 0 or 1, or from any given number.		
	Count, read and write numbers to 100 in numerals with correct orientation.		
	Count in multiples of twos (up).		
	Count in multiples of twos (back).		
	Count in multiples of fives (up).		
	Count in multiples of fives (back).		
	Count in multiples of tens (up).		
	Count in multiples of tens (back).		
	Given a number, identify one more.		
	Given a number, identify one less.		
	Identify and represent numbers using objects.		
	Identify and represent numbers using pictorial representations including the number line.		
	Use the language of: equal to, more than, less than (fewer), most, least.		
	Read and write numbers from 1 to 20 in numerals.		
	Read and write numbers from 1 to 20 in words.		
	Spell numbers from 1 to 20 correctly.		
<b>Calculations</b>	Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.		
	Represent and use number bonds and related subtraction facts within 20.		
	<b>Add</b> one-digit and two-digit numbers to 20, including zero.		
	<b>Subtract</b> one-digit and two-digit numbers to 20, including zero.		
	Solve one-step problems that involve <b>addition</b> using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$ .		

	Solve one-step problems that involve <b>subtraction</b> , using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$ .		
	Solve one-step problems involving <b>multiplication (by 2 and 5)</b> using concrete objects, pictorial representations and arrays with the support of the teacher.		
	Solve one-step problems involving <b>division (by 2 and 4)</b> using concrete objects, pictorial representations and arrays with the support of the teacher.		
<b>Fractions and Decimals</b>	Recognise, find and name a half as one of two equal parts of an object or shape.		
	Recognise, find and name a half of a quantity.		
	Recognise, find and name a quarter as one of four equal parts of an object or shape.		
	Recognise, find and name a quarter of a quantity.		
<b>Measures</b>	Measure and begin to record lengths and heights.		
	Measure and begin to record mass/weight.		
	Measure and begin to record capacity/volume (non-standard).		
	Measure and begin to record time (hours, minutes, seconds).		
	Compare, describe and solve practical problems across a range of measures including lengths and heights, mass/weight, capacity and volume.		
	Recognise and know the value of different denominations of coins and notes.		
	Sequence events in chronological order using language (e.g., before and after, next, first).		
	Use language relating to dates, including days of the week, weeks (e.g. fortnight, weekend) months and years when talking about events.		
	Tell the time to the hour.		
	Tell the time to half past the hour.		
<b>Geometry</b>	Recognise and name common 2D, including rectangles (oblongs and squares), circles and triangles and cuboids (including cubes), pyramids and spheres.		
	Recognise and name common 2 3-D shapes, including cuboids (including cubes), pyramids and spheres.		
	Describe position, direction and movement, including whole, half, quarter and three-quarter turns.		

<b>Aut 1</b>	<b>Spr 1</b>	<b>Sum 1</b>
<b>Aut 2</b>	<b>Spr 2</b>	<b>Sum 2</b>

Em - Emerging Understanding      Exp - Expected Understanding      D - Deep Understanding



## Maths Targets

	Year 2	Evidence	Assessed
<b>Problem Solving through all areas:</b>	Reason following a line of enquiry.		
	Solve routine problems.		
	Solve non-routine problems.		
	Develop an argument, justification or proof using mathematical language.		
	Break down problems into simpler steps..		
	Persevere in seeking solutions.		
<b>Number and Place Value</b>	Count from 0 in multiples of 2, (up and back).		
	Count from 0 in multiples of 3 (up and back).		
	Count from 0 in multiples of 5 (up and back).		
	Count from 0 in multiples of 10 (up and back).		
	Recognise the place value of each digit in a 2-digit number.		
	Identify, represent and estimate numbers using different representations, including the number line.		
	Compare and order numbers to at least 100 and use the $<$ and $=$ sign.		
	Read, write and spell numbers to at least 100 in numerals and in words.		
<b>Calculations</b>	Solve problems with addition and subtraction using concrete objects and pictorial representations including those involving numbers, quantities and measures and applying their increasing knowledge of mental and written methods (expanded columnar).		
	Recall and use addition and subtraction facts to 20 fluently.		
	Derive and use related facts up to 100.		
	Add and subtract numbers using concrete objects, pictorial representations and mentally up to two 2-digit numbers and three 1-digit numbers.		
	Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.		
	Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.		
	Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables.		
	Recognise odd and even numbers within a set.		
	Calculate mathematical statements for multiplication and division within the taught multiplication tables and write them using the multiplication ( $\times$ ), division ( $\div$ ) and equals ( $=$ ) signs.		
	Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.		
	Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division fact, including problems in contexts.		

Fractions and Decimals	Recognise, find, name and write fractions $\frac{1}{3}$ , $\frac{1}{4}$ , $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity.				
	Write simple fractions for example, $\frac{1}{2}$ of 6=3. Recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$ .				
Measures	Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ( $^{\circ}\text{C}$ ); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels.				
	Compare and order lengths, mass, volume/capacity and record the results using >, < and =				
	Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.				
	Find different combinations of coins that equal the same amounts of money. Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.				
	Compare and sequence intervals of time.				
	Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.				
	Know the number of minutes in an hour and the number of hours in a day.				
	Pupils read and write names for shapes that are appropriate for their word reading and spelling.				
	Pupils draw lines and shapes using a straight edge. Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line.				
	Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces.				
	Identify 2-D shapes on the surface of 3-D shapes [e.g., a circle on a cylinder and a triangle on a pyramid].				
	Compare and sort common 2-D and 3-D shapes and everyday objects.				
	Order and arrange combinations of mathematical objects in patterns and sequences.				
	Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).				
Geometry	Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.				
	Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.				
	Ask and answer questions about totalling and comparing categorical data.				

Aut 1	Spr 1	Sum 1
Aut 2	Spr 2	Sum 2

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