

Unit	Milestones
Place Value: Count	<ul style="list-style-type: none"> I can count to and across 100, forwards and backwards, starting from any number I can count, read and write numbers to 100 in numerals I can count in jumps of twos, fives and tens
Place Value: Represent, use and compare	<ul style="list-style-type: none"> I can read and write numbers to at least 100 in numerals I can 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 and equal to when comparing numbers I can read and write numbers from 1 to 20 in numerals and words I can order objects and numbers I can, given a number, identify one more and one less I can use a number line to 20, estimate, compare and order numbers to 20
Addition and Subtraction: Calculations	<ul style="list-style-type: none"> I know my number bonds within 10 and find them systematically I can read, write and interpret mathematical statements involving +, - and = I can add and subtract one-digit and two digit numbers to 20, including zero I can compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers.
Addition and Subtractions: Problems/ Problems in real life contexts	<ul style="list-style-type: none"> I can represent and use number bonds and related subtraction facts within 20 I can use subtraction to find a part I can use my know of number bonds to find related facts I can solve missing number problems I can solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$
Multiplication and Division: Problems	<ul style="list-style-type: none"> 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 Count forwards and backwards in Summer 1 multiples of 2, 5 and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers. I can Count in 2s, 5s, and 10s using coins
Fractions: Recognise and write	<ul style="list-style-type: none"> 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
Using Measures:	<ul style="list-style-type: none"> compare, describe and solve practical problems for: lengths and heights, mass/weight, capacity and volume, time using words such as long/short, longer/shorter, tall/short, double/half, heavy/light, heavier than/lighter than, full/empty, more than/ less than, half/half full, quarter, quicker, slower, earlier., later measure and begin to record the following: lengths and heights, mass/weight, capacity and volume, time (hours, minutes, seconds)

Broadmayne First School Year 1 Milestones

Money:	<ul style="list-style-type: none"> recognise and know the value of different denominations of coins and notes
Time:	<ul style="list-style-type: none"> 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
Geometry: 2D shapes	<ul style="list-style-type: none"> recognise and name common 2- D shapes [for example, rectangles (including squares), circles and triangles] including in different orientations I can sort 2D shapes Compose 2D shapes from Autumn 3 smaller shapes to match an example, including manipulating shapes to place them in particular orientations.
Geometry: 3D shapes	<ul style="list-style-type: none"> recognise and name common 3- D shapes [for example, cuboids (including cubes), pyramids and spheres] including in different orientations and know that rectangles, triangles, cuboids and pyramids are not always similar to one another. I can sort 3D shapes Compose 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations.
Position and Direction:	<ul style="list-style-type: none"> describe position, direction and movement, including whole, half, quarter and three-quarter turns