

Steps 16 to 18 Mathematics: Planning and Assessment from National Curriculum Year 1 27 Statements 12 KPIs

Step 15 must have been attained	Step	16, Entering Y1	17, Developing Y1	18, Secure Y1	The number of statements routinely required for a step to be achieved is given for consistency and moderation purposes. A step should only be awarded if achievement is spread across a range of different areas of learning.
	Typical attainment time	Autumn Y1	Spring Y1	Summer Y1	
	Statements routinely required	7	14	22, including all underlined KPIs	

For statements to be completely embedded they should be demonstrated in a range of contexts and subject areas if applicable.

Number & Place Value	Addition & Subtraction	Multiplication & Division	Fractions	Measurement	Geometry: Properties of Shapes
<ul style="list-style-type: none"> ❖ <u>Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.</u> ❖ <u>Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens.</u> ❖ <u>Given a number, identify one more and one less.</u> ❖ 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. 	<ul style="list-style-type: none"> ❖ Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. ❖ <u>Represent and use number bonds and related subtraction facts within 20.</u> ❖ 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, and missing number problems such as $7 = \square - 9$. 	<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. 	<ul style="list-style-type: none"> ❖ <u>Recognise, find and name a half as one of two equal parts of an object, shape or quantity.</u> ❖ Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. 	<p><i>Compare, describe and solve practical problems for:</i></p> <ul style="list-style-type: none"> ❖ <u>lengths and heights</u> [for example, long/short, longer/shorter, tall/short, double/half]; ❖ <u>mass/weight</u> [for example, heavy/light, heavier than, lighter than]; ❖ <u>capacity and volume</u> [for example, full/empty, more than, less than, half, half full, quarter]; ❖ <u>time</u> [for example, quicker, slower, earlier, later]. <p><i>Measure and begin to record the following:</i></p> <ul style="list-style-type: none"> ❖ lengths and heights; ❖ mass/weight; ❖ capacity and volume; ❖ time (hours, minutes, seconds). ❖ Recognise and know the value of different denominations of coins and notes. ❖ 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. ❖ <u>Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</u> 	<p><i>Recognise and name common 2-D and 3-D shapes, including:</i></p> <ul style="list-style-type: none"> ❖ <u>2-D shapes</u> [for example, rectangles (including squares), circles and triangles]; ❖ <u>3-D shapes</u> [for example, cuboids (including cubes), pyramids and spheres].
					Geometry: Position & Direction
					<ul style="list-style-type: none"> ❖ Describe position, direction and movement, including whole, half, quarter and three-quarter turns.