



W	Торіс	Curriculum objective
1	Number and place value	 When given a number, identify one more and one less. To 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.
2	Addition and subtraction	 To add and subtract one-digit and two-digit numbers to 20, including zero. To solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems.
3	Fractions	 To recognise, find and name a half as one of two equal parts of an object, shape or quantity. To recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.
4	Multiplication and division	• To solve one-step problems involving multiplication and division, calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.
5	Time and using standard units	 To measure and begin to record the following: lengths and heights mass/weight capacity and volume time (hours, minutes, seconds). To recognise and use language relating to dates, including days of the week, weeks, months and years. To tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.
6	Addition to totals to 10	 To order and arrange combinations of objects and shapes in patterns. To recognise and name common 2D and 3D shapes, including: 2D shapes (rectangles (including squares), circles and triangles) 3D shapes (cuboids (including cubes), pyramids and spheres).
Assess and review		• To assess the half-term's work.