

# NC2014 MATHEMATICS LIST

## OBJECTIVES and CHILD SPEAK TARGETS

### MATHEMATICS Key Stage 1 Year 1

Key Stage	Strand	Objective	Child Speak Target	Greater Depth Target
KS 1 Y1	Number Place Value			
KS 1 Y1	Number Place Value	[KEY] Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. ↳ <b>GD objective:</b> Fluently count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.	<i>I can count up and down from 0 to 100 and more.</i>	<i>I can count up and down from 0 to 100 and more without pausing.</i>
KS 1 Y1	Number Place Value	[KEY] Count, read and write numbers to 100 in numerals. ↳ <b>GD objective:</b> Independently count, read and write numbers to 100 in numerals.	<i>I can count, read and write numbers up to 100.</i>	<i>I can count, read and write numbers up to 100 without help.</i>
KS 1 Y1	Number Place Value	Count in multiples of twos, fives and tens. ↳ <b>GD objective:</b> Count in multiples of twos, fives and tens and use this to solve mental calculations	<i>I can count in 2 or 5 or 10.</i>	<i>I can count in 2 or 5 or 10 and use this to solve mental calculations</i>
KS 1 Y1	Number Place Value	[KEY] Given a number, identify one more and one less. ↳ <b>GD objective:</b> Given a number, quickly identify one more and one less in a range of contexts.	<i>When you show me a number, I can tell you what is one more and one less.</i>	<i>When you show me a number, amount of money or measurement, I can tell you what is one more and one less.</i>
KS 1 Y1	Number Place Value	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. ↳ <b>GD objective:</b> Accurately 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.	<i>I can find numbers on a number line when I am solving problems with questions using equal to, more than, less than, most and least.</i>	<i>I can find numbers on a number line accurately when I am solving problems with questions using equal to, more than, less than, most and least.</i>
KS 1 Y1	Number Place Value	Read and write numbers from 1 to 20 in numerals and words. ↳ <b>GD objective:</b> Independently read and write numbers from 1 to 20 in numerals and words.	<i>I read and write numbers from 1 to 20 in numbers and words.</i>	<i>I read and write numbers from 1 to 20 in numbers and words without help.</i>
KS 1 Y1	Addition Subtraction			
KS 1 Y1	Addition Subtraction	Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. ↳ <b>GD objective:</b> Solve problems using mathematical statements involving addition (+), subtraction (-) and equals (=) signs.	<i>I know and can use the maths symbols + - and = in a number sentence.</i>	<i>I know and can use the maths symbols + - and = in a number sentence to solve problems.</i>

KS 1 Y1	Addition Subtraction	[KEY] Represent and use number bonds and related subtraction facts within 20. ↳ <b>GD objective:</b> Use number bonds and related subtraction facts within 20 to solve mental calculations.	<i>I know my number bond facts to 20 - such as <math>1+5 = 6</math> and <math>5 = 6 - 1</math>.</i>	<i>I know my number bond facts to 20 - such as <math>1+5 = 6</math> and <math>5 = 6 - 1</math> and can use this to solve mental calculations.</i>
KS 1 Y1	Addition Subtraction	Add and subtract one-digit and two-digit numbers to 20, including zero. ↳ <b>GD objective:</b> Solve real-life problems by adding and subtracting one-digit and two-digit numbers to 20, including zero in different contexts.	<i>I add and subtract numbers up to 20 - such as <math>5+5</math> or <math>12-8</math>.</i>	<i>I can solve problems by adding and subtracting numbers, money and measures up to 20 - such as <math>5g+5g</math> or <math>12cm-8cm</math>.</i>
KS 1 Y1	Addition Subtraction	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$ . ↳ <b>GD objective:</b> Solve one-step problems in different contexts that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $17 = ? - 9$ .	<i>I can solve some number problems such as <math>7 = ? - 9</math>.</i>	<i>I can solve some number problems such as <math>17cm = ? - 9cm</math>.</i>
KS 1 Y1	Multiplication Division			
KS 1 Y1	Multiplication Division	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. ↳ <b>GD objective:</b> Solve one-step problems involving multiplication and division of money and measures, by calculating the answer using concrete objects, pictorial representations and arrays.	<i>I answer maths multiplication or division problems with help from an adult and using objects to see what the problem means.</i>	<i>I answer maths multiplication or division problems about money and measurements using objects to see what the problem means.</i>
KS 1 Y1	Fractions			
KS 1 Y1	Fractions	[KEY] Recognise, find and name a half as one of two equal parts of an object, shape or quantity. ↳ <b>GD objective:</b> Solve practical problems by finding half of an object, shape or quantity.	<i>I know that a half is one of two equal parts, and I find half of a shape or a set of objects by sharing the shape or set into two equal parts.</i>	<i>I can solve practical problems by finding half of an object, shape or quantity.</i>
KS 1 Y1	Fractions	Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. ↳ <b>GD objective:</b> Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity across different subjects.	<i>I find a quarter of a shape or a set of objects by sharing the shape or set into four equal parts.</i>	<i>In different subjects, I can find a quarter of a shape or a set of objects by sharing the shape or set into four equal parts.</i>
KS 1 Y1	Measurement			
KS 1 Y1	Measurement	[KEY] Compare, describe and solve practical problems for lengths and heights [for example, long or short, longer or shorter, tall or short, double or half]. ↳ <b>GD objective:</b> Independently compare, describe and solve practical problems for lengths and heights [for example, long or short, longer or shorter, tall or short, double or half].	<i>I use words such as long or short, longer or shorter, tall or short, double or half to describe my maths work when I am measuring.</i>	<i>I use words such as long or short, longer or shorter, tall or short, double or half without help, to describe my maths work when I am measuring.</i>
KS 1 Y1	Measurement	[KEY] Compare, describe and solve practical problems for mass or weight [for example, heavy or light, heavier than, lighter than]. ↳ <b>GD objective:</b> Independently compare, describe and solve practical	<i>When weighing, I use the words heavy or light, heavier than, lighter than to explain my work.</i>	<i>When weighing, I use the words heavy or light or heavier than, independently in my work</i>

		problems for mass or weight [for example, heavy or light, heavier than, lighter than].		
KS 1 Y1	Measurement	[KEY] Compare, describe and solve practical problems for capacity and volume [for example, full or empty, more than, less than, half, half full, quarter]. ↳ <b>GD objective:</b> Independently compare, describe and solve practical problems for capacity and volume [for example, full or empty, more than, less than, half, half full, quarter].	<i>When working with capacity, I use the words full or empty, more than, less than, half, half full and quarter to explain my work.</i>	<i>When working with capacity, I use the words full or empty, more than, less than, half, half full and quarter in my work without help.</i>
KS 1 Y1	Measurement	[KEY] Compare, describe and solve practical problems for time [for example, quicker, slower, earlier, later]. ↳ <b>GD objective:</b> Independently compare, describe and solve practical problems for time [for example, quicker, slower, earlier, later].	<i>I can answer questions about time, such as Who is quicker? or What is earlier?</i>	<i>I can answer questions without help about time, such as Who is quicker? or What is earlier?</i>
KS 1 Y1	Measurement	Measure and begin to record lengths and heights. ↳ <b>GD objective:</b> Measure and record a variety of lengths and heights accurately.	<i>I can measure the length or height of something and write down what measure.</i>	<i>I can measure the length or height of something accurately and write down what measure.</i>
KS 1 Y1	Measurement	Measure and begin to record mass/weight. ↳ <b>GD objective:</b> Measure and begin to record mass/weight in different subjects	<i>I can measure how heavy an object is and write down what I find.</i>	<i>I can measure how heavy an object is and write down what I find, using this in different subjects.</i>
KS 1 Y1	Measurement	Measure and begin to record capacity and volume. ↳ <b>GD objective:</b> Measure and begin to record capacity and volume in a range of different subjects	<i>I can measure the capacity of jugs of water and write down what I measure.</i>	<i>I can measure the capacity and volume and use this to help in subjects like science.</i>
KS 1 Y1	Measurement	Measure and begin to record time (hours, minutes, seconds). ↳ <b>GD objective:</b> Measure and begin to record time (hours, minutes, seconds) in real-life situations.	<i>I can measure how long something takes to happen - such as how long it takes me to run around the playground.</i>	<i>I can measure how long something takes to happen and have used this in real-life.</i>
KS 1 Y1	Measurement	Recognise and know the value of different denominations of coins and notes. ↳ <b>GD objective:</b> Recognise, compare and order the value of different denominations of coins and notes	<i>I know that coins have different values - such as 2p, 5p, 10p and 50p.</i>	<i>I know that coins have different values and have ordered and compared them.</i>
KS 1 Y1	Measurement	Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]. ↳ <b>GD objective:</b> Sequence multiple events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] and apply this in different subjects.	<i>I use special time words such as before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.</i>	<i>I use special time words such as before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening to order events in different subjects</i>
KS 1 Y1	Measurement	Recognise and use language relating to dates, including days of the week, weeks, months and years. ↳ <b>GD objective:</b> Confidently recognise and use language relating to dates, including days of the week, weeks, months and years.	<i>I can tell you the days of the week and months of the year and I can talk about weeks and months and years and what they mean.</i>	<i>I can tell you the days of the week and months of the year and I can talk about weeks and months and years confidently and what they mean.</i>

KS 1 Y1	Measurement	[KEY] Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. ↳ <b>GD objective:</b> Confidently tell the time to the hour and half past the hour and accurately draw the hands on a clock face to show these times.	<i>I can tell the time and draw hands on a clock for to the hour and half past the hour times.</i>	<i>I can tell the time confidently and draw hands on a clock for to the hour and half past the hour times.</i>
KS 1 Y1	Shape			
KS 1 Y1	Shape	[KEY] Recognise and name common 2-D and 3-D shapes, including 2-D shapes [for example, rectangles (including squares), circles and triangles]. ↳ <b>GD objective:</b> Name, investigate and compare more 2-D and 3-D shapes, including 2-D shapes [for example, rectangles (including squares), circles and triangles].	<i>I can name common 2-D shapes such as rectangles, squares, circles and triangles.</i>	<i>I can name, investigate and compare common 2-D shapes such as rectangles, squares, circles and triangles.</i>
KS 1 Y1	Shape	[KEY] Recognise and name common 2-D and 3-D shapes, including 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]. ↳ <b>GD objective:</b> Name and classify more 2-D and 3-D shapes, including 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].	<i>I can name some 3-D shapes such as cuboids and cubes, pyramids and spheres.</i>	<i>I can name and sort 3-D shapes such as cuboids and cubes, pyramids and spheres.</i>
KS 1 Y1	Position			
KS 1 Y1	Position	Describe position, direction and movement, including whole, half, quarter and three-quarter turns. ↳ <b>GD objective:</b> Describe position, direction and movement, including whole, half, quarter and three-quarter turns and use this to follow and create sets of directions.	<i>I can describe my position, direction and movement, including whole turns, half turns, quarter turns and three-quarter turns.</i>	<i>I can describe the position, direction and movement of objects, including whole turns, half turns, quarter turns and three-quarter turns and use this to create sets of directions</i>