EYFS Objectives (Reception)	Year 1 Objectives
(December March)	Pupils should be taught to:
• I can count up to three or four objects by saying	- count to and across 100, forwards and
one number name for each item.	backwards, beginning with 0 or 1, or from
<ul> <li>I can count objects to 10 and begin to count</li> </ul>	any given number
beyond 10.	- count, read and write numbers to 100 in
• I can count out up to six objects from a larger	numerals; count in multiples of twos, fives
group.	and tens
• I can select the correct numeral to represent 1 to	<ul> <li>given a number, identify one more and one</li> </ul>
5, then 1 to 10 objects.	less
Count objects, actions and sounds.	<ul> <li>identify and represent numbers using</li> </ul>
• I can estimate how many objects I can see and	objects and pictorial representations
check by counting them.	including the number line, and use the
• I can use the language of 'more' and 'fewer' to	language of: equal to, more than, less than
compare two sets of objects.	(fewer), most, least
• I fully understand 5, 6, 7 etc and all manipulations	<ul> <li>read and write numbers from 1 to 20 in</li> </ul>
of the number.	numerals and words
Subitise.	<ul> <li>read, write and interpret mathematical</li> </ul>
• Link the number symbol (numeral) with its cardinal	statements involving addition (+),
number value.	subtraction $(-)$ and equals $(=)$ signs
Count beyond ten.	<ul> <li>represent and use number bonds and</li> </ul>
Compare numbers.	related subtraction facts within 20
• Understand the 'one more than/one less than'	<ul> <li>solve one-step problems that involve</li> </ul>
relationship between consecutive numbers.	addition and subtraction, using concrete
• Continue, copy and create repeating patterns.	objects and pictorial representations, and
• I can recognise some numerals of personal	missing number problems such as $7 = -9$
significance.	add and subtract one-digit and two-digit
• I can find the total number of items in two groups	numbers to 20, including zero
by counting all of them and starting to use	<ul> <li>solve one-step problems involving</li> </ul>
'counting on'.	multiplication and division, by calculating
• I can begin to use the vocabulary involved in	the answer using concrete objects, pictorial
adding and subtracting including counting on and	representations and arrays with the
back.	support of the teacher
<ul> <li>I understand addition up to 5 using all</li> </ul>	<ul> <li>recognise, find and name a half as one of</li> </ul>
combinations. Then 6, 7, 8, 9, 10.	two equal parts of an object, shape or
• Explore the composition of numbers to 10.	quantity
• Automatically recall number bonds for numbers 0–	<ul> <li>recognise, find and name a quarter as one</li> </ul>
10.	of four equal parts of an object, shape or
<ul> <li>I can show some understanding of doubling and</li> </ul>	quantity
halving in familiar contexts.	<ul> <li>compare, describe and solve practical</li> </ul>
ELG: Number	problems for:
Children at the expected level of development will:	<ul> <li>lengths and heights [for example,</li> </ul>
- Have a deep understanding of number to 10,	long/short, longer/shorter, tall/short,
including the composition of each number;	double/half]
- Subitise (recognise quantities without counting) up	<ul> <li>mass/weight [for example, heavy/light,</li> </ul>
to 5;	heavier than, lighter than]
- Automatically recall (without reference to rhymes,	<ul> <li>capacity and volume [for example,</li> </ul>
counting or other aids) number bonds up to 5	full/empty, more than, less than, half, half
(including subtraction facts) and some number	full, quarter]
bonds to 10, including double facts.	<ul> <li>time [for example, quicker, slower, earlier,</li> </ul>
	later]
(December March)	<ul> <li>measure and begin to record the following:</li> </ul>
• I can start to identify shapes in the environment.	<ul> <li>lengths and heights</li> </ul>
<ul> <li>I can start to find appropriate shapes for certain</li> </ul>	<ul> <li>mass/weight</li> </ul>
tasks.	<ul> <li>capacity and volume</li> </ul>
<ul> <li>I can start to make more meaningful pictures,</li> </ul>	<ul> <li>time (hours, minutes, seconds)</li> </ul>
patterns and arrangements with shapes.	

<ul> <li>I can copy a pattern</li> <li>I can use comparative language such as tall, taller, short, shorter.</li> <li>I can count to ten forwards and backwards</li> <li>I can compare two groups using language of more or less than</li> <li>I can compare two groups using language of more or less than, greater and fewer than</li> <li>I can begin to count to twenty forwards and backwards.</li> <li>Compare length, weight and capacity.</li> <li>I can continue, oreate, recreate and copy patterns.</li> <li>Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.</li> <li>Select, rotate and manipulate shapes in order to develop spatial reasoning skills.</li> <li>ELG: Numerical Patterns</li> <li>Children at the expected level of development will:</li> <li>Verbally count beyond 20, recognising the pattern of the counting system;</li> <li>Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity;</li> <li>Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.</li> </ul>	<ul> <li>tell the time to the hour and half past the hour and draw the hands on a clock face to show these times</li> <li>recognise and know the value of different denominations of coins and notes</li> <li>sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]</li> <li>recognise and use language relating to dates, including days of the week, weeks, months and years</li> <li>recognise and name common 2-D and 3-D shapes, including:</li> <li>2-D shapes [for example, rectangles (including squares), circles and triangles]</li> <li>3-D shapes [for example, cuboids (including cubes), pyramids and spheres].</li> <li>describe position, direction and movement, including whole, half, quarter and three quarter turns.</li> </ul>
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