

Red

Name _____

Emerging 2-8 Emerging plus 8 - 15	Developing 16 – 24 23 or more 2D+	Secure 24 – 28	Greater depth 30+ Shows elements of applying maths at a greater depth level than expected for the year group
Describe position, direction and movement, including whole, half, quarter and three-quarter turns			LS1
Describe position, direction and movement, including whole, half, quarter and three-quarter turns			LS2
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			LS3
Read and write numbers from 1 to 20 in numerals and words			LS4
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			LS4
Recognise and use language relating to dates, including days of the week, weeks, months and years			LS5
Represent and use number bonds and related subtraction facts within 20 rekenreks tens frames.			LS6
Represent and use number bonds and related subtraction facts within 20 – part whole model			LS7
Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs			LS8
Compare, describe and solve practical problems for: lengths and heights (for example, long/short, longer/shorter, tall/short, double/half) •			LS9
Compare, describe and solve practical problems for mass / weight (for example, heavy/light, heavier than, lighter than)			LS9
Measure and begin to record the following: •lengths and heights •mass/weight			LS9
Recognise and name common 2-D shapes [for example, rectangles (including squares), circles and triangles]			LS10
Recognise and name common -3-D shapes [for example, cuboids (including cubes), pyramids and spheres]			LS10
Add one-digit and two-digit numbers to 20, including zero			LS11
Subtract one-digit and two-digit numbers to 20, including zero			LS11
Represent and use number bonds and related subtraction facts within 20			LS12
Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$			LS13
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			LS14 LS15 LS16
Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens			LS15
Use division by grouping and sharing with concrete objects			LS17
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			LS18
Recognise and know the value of different denominations of coins and notes			LS19 p1
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			LS20
Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$			LS21 LS28
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			LS21' LS28
Describe position, direction and movement, including whole, half, quarter and three-quarter turns			LS22

Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times	LS23
measure and begin to record the following: - lengths and heights - mass/weight - capacity and volume	LS24
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	LS25
Recognise and name common 2-D and 3-D shapes, including: - 2-D shapes [for example, rectangles (including squares), circles and triangles] - 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]	LS26
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	LS27