

	Mathematical aspect	Non-negotiable end points	EYFS Curriculum	Y1 Curriculum
3	Multiplication & Division Arrays	Know that an array represents equal groups of. Know groups of 2 are even, groups of 5 end in 5 or 0, groups of 10 end in 0.	Knows that doubles are two groups of the same number. Knows that equal groups can be represented as an array.	Knows how 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.
	6 can be put into groups of 2. 2+2+2=6 10 can be put into groups of 2 and 5. 2+2+2+2=10 5+5=10		Double 10 equals 20 Double 4 equals 8	Use your peg board to show 4 groups of 2 3 groups of 10 5 groups of 5 Is it true that all groups of 2 are even? Do all groups of 10 end in 0?
4	Measurement: time	Know that time passes in cycles. Know the features of the clock face: hands, 1 to 12 positions, half past and o'clock.	Knows that days of the week and the months of the year. Knows how to compare, describe time (quicker, slower, earlier, later).	Knows how to sequence events in chronological or- der. Knows how to tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. Knows time as (hours, minutes, seconds).
	The clock shows half past 7." Minutes, seconds, hours The time it will take to read a page of your book The time it will take to walk from the class room to get your coat The time it would take to write your name		Ianuary March Anne Ldy Mogest October Nogest October December         In Kor Softward Softward Softward Softward December         Before and after           Today is Monday. So yesterday was be         Today is Monday. Softward December         Today is Monday. Softward December	Which takes longer? • Latine my lunch or drepring at traits for • Drawing a picture of my lamb draw tomic orce? • Draw tomic orce or towic

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5	Geometry: position and direction	Know how to describe the position of an object and move it to a new position on a grid.	Knows that objects can be placed in different locations.	Knows how to describe position, directions and movements, including half, quarter and three- quar- ter turns.
	Place three shapes in different positions on the grid. Describe them.		The bear is	Where will the shape be after a $\frac{3}{4}turn?$ Move the dog to the bones. How does the dog move?
6	Counting, ordering and comparison, visualising quantities	Count to 100 in 1s, 2s, 10s and 5s. Know the patterns of counting in 2s, 5s, and 10s	Knows how to compare sets of objects up to 10 in different contexts, considering size and difference. Can explore patterns of numbers within numbers up to 10, including evens and odds.	To count, read and write numbers to 100 in numer- als, count in different multiples including ones, twos, fives and tens.



