

Strand	Objective	WALTs
NF	1NF–1 Develop fluency in addition and subtraction facts within 10	Unit 3 WALT find the whole and add together WALT find the whole by adding more WALT find a part WALT find and make number bonds WALT find addition facts WALT solve addition word problems
NPV	1NPV–2 Reason about the location of numbers to 20 within the linear number system, including comparing using $<$ $>$ and $=$	Unit 6 WALT count and write numbers to 20 WALT use tens and ones (2 lessons) WALT count one more and one less WALT compare numbers of numbers WALT compare numbers WALT order numbers and factors
AS	1AS–2 Read, write and interpret equations containing addition (), subtraction () and equals () symbols, and relate additive expressions and equations to real-life contexts.	Unit 7 WALT add by counting on WALT add ones WALT find number bonds WALT add by making 10 (2 lessons) WALT solve addition word problems
NF	1NF–2 Count forwards and backwards in multiples of 2, 5 and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers.	Unit 9 WALT count to 50 (2 lessons) WALT recognise tens and ones WALT represent numbers to 50 WALT compare numbers of objects WALT compare numbers WALT order objects and numbers WALT count in 2s WALT count in 5s WALT solve word problems using addition and subtraction (2 lessons)

NPV	1NPV-1 Count within 100, forwards and backwards, starting with any number.	Unit 16 WALT count to 100 WALT explore number patterns WALT partition numbers (2 lessons) WALT compare numbers (2 lessons) WALT order numbers WALT use bonds to 100 (2 lessons)
AS	1AS-1 Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers.	Composing numbers covered above Check knowledge of odd and even numbers
G	1G-1 Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another.	Unit 5 WALT name 3D shapes (2 lessons) WALT name 2D shapes (2 lessons) WALT make patterns with shapes
G	1G-2 Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations.	WALT compose 2D shapes WALT compose 3D shapes