EYFS/Year 1 Transition   Name _____

Number - Place Value	Number - Addition & Subtraction	Measures
• Recognises numerals 1-5 • Selects the correct numeral to represent 1-5 objects • Selects the correct numeral to represent up to10 objects • Can place the numbers 1-10 in order • Can place the numbers 1-20 in order	• Finds one more than a number to 10 • Finds one more than a number to 20 • Finds one less than a number to 10 • Finds one less than a number to 20 • Finds the total number of objects in two groups by counting them all • Using quantities and objects they add two single digit numbers (Total no more than 20) • Can count on to add two single digit numbers • Finds the number of objects left when taking some away from the group • Using quantities and objects they subtract two single digit numbers • Can count back to take away	• Orders items by length • Orders items by height • Orders items to compare weight • Orders items to compare capacity • Uses everyday language related to time • Uses everyday language related to money • Can sequence familiar events or stories • Measures short periods of time in simple ways
Number – Counting	**Number – Multiplication & Division**	**Geometry – Property of Shape** **Position & Direction**
• Counts up to 3 or 4 objects by saying one number name for each item • Counts out 6 objects from a larger group • Counts objects to 10 and is beginning to count beyond 10. • Counts reliably with numbers from 1-20 • Counts actions or objects that cannot be moved • Counts an irregular arrangement of up to 10 objects • Estimates how many objects they can see and then checks by counting	• Solve problems involving sharing (Sharing a total number to find how many each) • Solve problems involving halving (Sharing a total number between two to find half) • Solve problems involving doubling (Find the double of numbers to double 10 using objects)	• Beginning to use mathematical names for 2d shapes • Beginning to use mathematical names for 3d shapes • Begins to use mathematical language to describe 2d shapes • Begins to use mathematical language to describe 3d shapes • Selects a particular names 2d shape • Selects a particular names 3d shape • Can create a repeated pattern • Can recognise and continue a repeating pattern • Can describe a repeating pattern • Can describe their relative position (Eg behind, next to)