



# Maths Assessment

Number – Place value	Number – Multiplication	Measures	
<input type="radio"/> To be able to count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number	<input type="radio"/> To be able to 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.	<input type="radio"/> To be able to recognise and know the value of different denominations of coins and notes	<b>Geometry – Properties of Shape</b>
<input type="radio"/> To be able to count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens	<b>Number - Fractions</b>	<input type="radio"/> To be able to sequence events in chronological order using language [for example, before and after, next, first, today, yesterday]	<input type="radio"/> To be able to recognise and name common 2-D and 3-D shapes, including: <input type="checkbox"/> 2-D shapes [for example, rectangles (including squares), circles and triangles]
<input type="radio"/> To be able to given a number, identify one more and one less	<input type="radio"/> To be able to recognise, find and name a half as one of two equal parts of an object, shape or quantity	<input type="radio"/> To be able to recognise and use language relating to dates, including days of the week, weeks, months and years	<input type="radio"/> To be able to recognise and name 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].
<input type="radio"/> To be able to 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	<input type="radio"/> To be able recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.	<input type="radio"/> To be able to tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.	<b>Geometry – Position and Direction</b>
<input type="radio"/> To be able to read and write numbers from 1 to 20 in numerals and words.		<input type="radio"/> To be able to compare, describe and solve practical problems for: lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]	<input type="radio"/> To be able to describe position, direction and movement, including whole, half, quarter and three-quarter turns.
<b>Number – Addition and Subtraction</b>		<input type="radio"/> Mass/weight [for example, heavy/light, heavier than, lighter than]	
<input type="radio"/> To be able to read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs		<input type="radio"/> Capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]	
<input type="radio"/> To be able to represent and use number bonds and related subtraction facts within 20		<input type="radio"/> Time [for example, quicker, slower, earlier, later]	
<input type="radio"/> To be able to add and subtract one-digit and two-digit numbers to 20, including zero		<input type="radio"/> To be able to measure and begin to record the following: <input type="checkbox"/> lengths and heights <input type="checkbox"/> mass/weight <input type="checkbox"/> capacity and volume <input type="checkbox"/> time (hours, minutes, seconds)	
<input type="radio"/> solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \underline{\quad} - 9$ .			

Name:

Class: