

## Stage 1

### Thinking and Working Mathematically

- **TWM.01** Specialising
- **TWM.02** Generalising
- **TWM.03** Conjecturing
- **TWM.04** Convincing
- **TWM.05** Characterising
- **TWM.06** Classifying
- **TWM.07** Critiquing
- **TWM.08** Improving

### Number

#### Counting and sequences

- **1Nc.01** Count objects from 0 to 20, recognising conservation of number and one-to-one correspondence.
- **1Nc.02** Recognise the number of objects presented in familiar patterns up to 10, without counting.
- **1Nc.03** Estimate the number of objects or people (up to 20), and check by counting.
- **1Nc.04** Count on in ones, twos or tens, and count back in ones and tens, starting from any number (from 0 to 20).
- **1Nc.05** Understand even and odd numbers as ‘every other number’ when counting (from 0 to 20).
- **1Nc.06** Use familiar language to describe sequences of objects.

**Integers and powers**

- **1Ni.01** Recite, read and write number names and whole numbers (from 0 to 20).
- **1Ni.02** Understand addition as:
  - counting on
  - combining two sets.
- **1Ni.03** Understand subtraction as:
  - counting back
  - take away
  - difference.
- **1Ni.04** Recognise complements of 10.
- **1Ni.05** Estimate, add and subtract whole numbers (where the answer is from 0 to 20).
- **1Ni.06** Know doubles up to double 10.

**Money**

- **1Nm.01** Recognise money used in local currency.

**Place value, ordering and rounding**

- **1Np.01** Understand that zero represents none of something.
- **1Np.02** Compose, decompose and regroup numbers from 10 to 20.
- **1Np.03** Understand the relative size of quantities to compare and order numbers from 0 to 20.
- **1Np.04** Recognise and use ordinal numbers from 1st to 10th.

**Fractions, decimals, percentages, ratio and proportion**

- **1Nf.01** Understand that an object or shape can be split into two equal parts or two unequal parts.
- **1Nf.02** Understand that a half can describe one of two equal parts of a quantity or set of objects.
- **1Nf.03** Understand that a half can act as an operator (whole number answers).
- **1Nf.04** Understand and visualise that halves can be combined to make wholes.

## Geometry and Measure

### Time

- **1Gt.01** Use familiar language to describe units of time.
- **1Gt.02** Know the days of the week and the months of the year.
- **1Gt.03** Recognise time to the hour and half hour.

### Geometrical reasoning, shapes and measurements

- **1Gg.01** Identify, describe and sort 2D shapes by their characteristics or properties, including reference to number of sides and whether the sides are curved or straight.
- **1Gg.02** Use familiar language to describe length, including long, longer, longest, thin, thinner, thinnest, short, shorter, shortest, tall, taller and tallest.
- **1Gg.03** Identify, describe and sort 3D shapes by their properties, including reference to the number of faces, edges and whether faces are flat or curved.
- **1Gg.04** Use familiar language to describe mass, including heavy, light, less and more.
- **1Gg.05** Use familiar language to describe capacity, including full, empty, less and more.
- **1Gg.06** Differentiate between 2D and 3D shapes.
- **1Gg.07** Identify when a shape looks identical as it rotates.
- **1Gg.08** Explore instruments that have numbered scales, and select the most appropriate instrument to measure length, mass, capacity and temperature.

### Position and transformation

- **1Gp.01** Use familiar language to describe position and direction.

## Statistics and Probability

### Statistics

- **1Ss.01** Answer non-statistical questions (categorical data).
- **1Ss.02** Record, organise and represent categorical data using:
  - practical resources and drawings
  - lists and tables
  - Venn and Carroll diagrams
  - block graphs and pictograms.
- **1Ss.03** Describe data, using familiar language including reference to more, less, most or least to answer non-statistical questions and discuss conclusions.