1. Write numbers 1-10 correctly (e.g. 1, 2, 3, etc. with no backwards numbers.	2. Read and write any number up to 30 in numerals (e.g. 19, 23, 8).	3. Skip count by 2s up to 200 and 10s up to 100 starting from 0 (e.g. 2, 4, 6, 8 … 10, 20, 30, 40 …)	4. Decide which of two 1 or 2 digit numbers is the largest (e.g. 36 is more than 26 or 32 is more than 33).
Date completed:	Date completed:	Date completed:	Date completed:
5. Count a collection of up to 20 objects (pencils, rocks, etc.).	6. Automatically recall number bonds to 10 (e.g. 7+3, 4+6, 5+5).	7. Add one digit numbers using big number in head and counting on with fingers strategy (e.g. 3+4, 7+6, 2+9).	8. Subtract one digit numbers using big number in head and counting back on fingers (e.g. 9-4, 3-1, 6-2).
Date completed:	Date completed.	Date completed:	Date completed:
9. Order objects from shortest to longest; longest to shortest; lightest to heaviest and heaviest to lightest (e.g. pencils, cans, people, shoes etc.).	10. Recognise Australian coins and put them in order according to their value, not size (e.g. know that \$1 is worth more than 50c even though it's smaller).	11. Name and draw these 2D shapes: circle, triangle, square, rectangle, pentagon, hexagon, octagon, oval and star.	12. Tell time to the half hour using analogue and digital clocks (e.g. o'clock and half past).
Date completed:	Date completed:	Date completed:	Date completed:

Students should demonstrate each skill THREE times with confidence before a parent/carer completes the "date completed" section. If the goals have been attempted but not completed, you may note this instead of writing the completion date. All students who have achieved or attempted to meet their goals will receive a reward in Week 10 of the term. Please ask if you are unsure of what your child needs to do for any of these goals or you have any other questions. ©

1. Write the numbers 1-20 correctly (e.g. 1, 2, 3 etc. with no backwards numbers).	2. Read and write any number up to 100 in numerals (e.g. 49, 23, 59).	3. Skip count by 2s, 5s and 10s up to 100 starting from 0 (e.g. 2, 4, 6, 8… 5, 10, 15, 20… 10, 20, 30, 40…).	4. Use < and > symbols to show which of two 1 or 2 digit numbers is the largest (e.g. 36 > 26 or 32 < 320).
Date completed:	Date completed:	Date completed:	Date completed:
5. Place numbers in descending (from largest to smallest) and ascending (smallest to largest) order.	6. Automatically recall number bonds to 10 (e.g. 7+3, 4+6, 5+5).	7. Add one digit numbers within three seconds (e.g. 3+4, 7+6, 2+9).	8. Subtract one digit numbers within three seconds (e.g. 9-4, 3-1, 6-2).
Date completed:	Date completed.	Date completed:	Date completed:
9. Order objects from shortest to longest; longest to shortest; lightest to heaviest and heaviest to lightest (e.g. pencils, cans, people, shoes etc.).	10. Recognise Australian coins and put them in order according to their value, not size (e.g. know that \$1 is worth more than 50c even though it's smaller).	11. Name and draw these 2D shapes: circle, triangle, square, rectangle, pentagon, hexagon, octagon, oval and star.	12. Tell time to the half hour using analogue and digital clocks (e.g. o'clock and half past).
Date completed:	Date completed:	Date completed:	Date completed:

Students should demonstrate each skill THREE times with confidence before a parent/carer completes the "date completed" section. If the goals have been attempted but not completed, you may note this instead of writing the completion date. All students who have achieved or attempted to meet their goals will receive a reward in Week 10 of the term. Please ask if you are unsure of what your child needs to do for any of these goals or you have any other questions. ©

1. Write the numbers 1-20 in words (e.g. one, two, three…fifteen).	2. Read and write any number up to 1000 in numerals (e.g. 498, 236, 509).	3. Skip count by 2s, 5s and 10s up to 120 from any starting point (e.g. 22, 24, 26, 28 55, 60, 65, 70 30, 40, 50, 60).	4. Use the < and > symbols to show which of two 3 digit numbers is the largest (e.g. 360 > 306 or 302 < 320).
Date completed:	Date completed:	Date completed:	Date completed:
5. Place 2 and 3 digit numbers in descending (from largest to smallest) and ascending (smallest to largest) order.	6. Automatically recall number bonds to 20 (e.g. 17+3, 4+16, 15+5).	7. Add one digit numbers within three seconds (e.g. 3+4, 7+6, 2+9).	8. Subtract one digit numbers within three seconds (e.g. 9-4, 3-1, 6-2).
Date completed:	Date completed.	Date completed:	Date completed:
9. Order objects from shortest to longest; longest to shortest; lightest to heaviest and heaviest to lightest (e.g. pencils, cans, people, shoes etc.).	10. Order Australian coins by value (not size) and add small collections of coins together (up to 5 coins).	11. Name, draw and describe (how many sides and corners) these 2D shapes: circle, triangle, square, rectangle, pentagon, hexagon, octagon, oval and rhombus.	12. Tell time to the quarter hour using analogue and digital clocks (e.g. o'clock, half past, quarter past and quarter to).
Date completed:	Date completed:	Date completed:	Date completed:

Students should demonstrate each skill THREE times with confidence before a parent/carer completes the "date completed" section. If the goals have been attempted but not completed, you may note this instead of writing the completion date. All students who have achieved or attempted to meet their goals will receive a reward in Week 10 of the term. Please ask if you are unsure of what your child needs to do for any of these goals or you have any other questions. ©