

Mathematics



	Pre-school 1	Pre-school 2	Reception	ELG	Provisions	Links to Y1
Number	<p>Take part in finger rhymes with numbers e.g. round and round the garden.</p> <p>Count in everyday contexts (sometimes skipping e.g. 1,2,3,5).</p>	<p>Show 'finger numbers to 5.'</p> <p>Link numerals and amounts to 5.</p> <p>Say one number for each item.</p> <p>Recite numbers past 5.</p>	<p>Explore the composition of numbers to 10.</p> <p>Link the numerical symbol with its cardinal number value (numeral-value)</p> <p>Count objects, actions, and sounds.</p>	<p>Have a deep understanding of number to 10, including the composition of each number</p>	<p>Counting songs</p> <p>Different representations of numbers</p> <p>Counting objects (loose parts etc)</p>	<p>Identify and represent numbers using objects and pictorial representations.</p> <p>Read and write numbers from 1 to 20 in numerals.</p>
	<p>React to changes of amount in a group of up to 3 objects.</p> <p>Count in everyday contexts.</p>	<p>Fast recognition of up to 3 objects (subitise)</p> <p>Say one number for each item.</p>	<p>Subitise</p> <p>Count objects, actions, and sounds.</p>	<p>Subitise (recognise quantities without counting) up to 5.</p>	<p>Hiding and guessing games</p> <p>Dice skills</p> <p>Familiarisation with different number representations e.g. 10's frames</p>	<p>Identify and represent numbers using objects and pictorial representations.</p>
	<p>Complete inset puzzles (problem solving.)</p>	<p>Solve real world maths problems with numbers up to 5.</p>	<p>Recall number bonds to 10.</p>	<p>Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.</p>	<p>Mathematical problems</p> <p>Introduction of tens frames and visual representations to support understanding.</p>	<p>Represent and use number bonds and related subtraction facts within 20</p> <p>Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations.</p>

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Numerical patterns	Count in everyday contexts (sometimes skipping.)	Recite numbers past 5. Extend and create patterns. Notice and correct errors in patterns.	Count beyond 10. Continue, copy and recreate patterns.	Verbally count beyond 20, recognising the pattern of the counting system.	Counting games Counting throughout the environment Counting songs.	Count to and across 100 Count, read and write numbers to 100 in numerals. Read and write numbers from 1 to 20 in numerals.
	Compare sizes, weights, etc. using gesture and language e.g. big, tall heavy. Compare amounts saying lots, more, same.	Make comparisons between objects relating to size, weight, length, weight and capacity. Compare quantities using vocabulary: more, less, fewer, same.	Compare numbers. Compare length, weight and capacity. Understand the one more/ one less than relationship.	Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	Weighing and measuring stations using real world equipment Sand and water play Real life comparison applications e.g. in the role play.	Given a number, identify one more and one less. Compare, describe, and solve practical problems for: length, weight, capacity.
	Notice patterns and arrange things in patterns.	Talk about and identify patterns. Extend and create patterns. Notice errors in patterns. Experiment with symbols and marks as well as numerals Solve real world maths problems.	Continue copy and create repeating pattern. Explore the composition of numbers to 10.	Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	Real world mathematical problems. Pattern work with colours, shapes etc. Number patterns-visual.	Identify and represent numbers using objects and pictorial representations. Recognise, find, and name a half as one of two equal parts of an object, shape or quantity.

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Shape, space and measures	<p>Build with a range of equipment Complete inset puzzles.</p> <p>Combine objects such as blocks and stacking cups- put inside each other and remove Complete inset puzzles.</p>	<p>Talk about and explore 2D and 3D shapes using informal mathematical language.</p> <p>Select shapes appropriately for building or creating pictures and models.</p> <p>Combine shapes to make new ones.</p>	<p>Talk about and explore 2D and 3D shapes using informal mathematical language.</p> <p>Select, rotate and manipulate shapes in order to develop spatial reasoning skills.</p> <p>Compose and decompose shapes- recognition that a shape can have shapes within it (just like a number).</p>	NO ELG REQUIREMENT	<p>Construction play</p> <p>Various construction kits to create models, nets, etc. Shape activities within the environment e.g. creating art with shapes, printing, junk modelling, painting etc.</p>	<p>Recognise and name common 2-D and 3-D shapes.</p>
	<p>Compare sizes, weights, etc. Tall, long, high, heavy etc.</p>	<p>Make comparisons between objects relating to length, size, weight and capacity.</p> <p>Understand position through words alone e.g. under, over, on top of etc. Discuss routes and locations.</p>	<p>Compare length, weight, and capacity.</p>	NO ELG REQUIREMENT	<p>Map work (linking to UW).</p> <p>Sand and water play with various tools and objects.</p> <p>Stories related to journeys and position e.g. Rosie's Walk, Red Riding Hood etc.</p>	<p>Compare, describe and solve practical problems for: Length Weight Capacity</p>