|  | Mathematics <br> Developing a strong grounding in number is essential so that all children develop the necessary building blocks to excel mathematically. |  |  |  |  |  |
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|  | $\begin{gathered} \text { Count } \\ \text { confidently } \end{gathered}$ | Deep understanding of numbers to 10 Relationships between and patterns within those numbers | Build and apply understanding of number Varied opportunities using manipulatives, including tens frames | Spatial reasoning skills Including shape, space and measures | Patterns, relationships and connections |  |
|  | - Securely recite numbers 1-5. <br> - Begin to recite numbers past 5 through rhymes, songs and games. <br> - Say one number for each item in order: 1,2,3,4,5. <br> - Know that the last number reached when counting a small set of objects tells you how many there are in total (cardinal principle). | - Develop fast recognition of up to 3 objects, without having to count them individually (subitising). <br> - Link numerals and amounts: showing the right number of objects to match the numeral, up to 5 . | - Show 'finger numbers' up to 5 . <br> - Experiment with their own symbols and marks as well as numerals. <br> - Compare quantities using language (more than, fewer than). <br> - Solve real world mathematical problems with numbers up to 5 . | - Make comparison between objects relating to size, length, weight and capacity. <br> - Talk about and explore 2D and 3D shapes using informal and mathematical language: (sides, corners, straight, flat, round). <br> - Understand position through words alone with no pointing. <br> - Describe a familiar route. <br> - Discuss routes and locations, using positional words (in front of, behind). <br> - Select shapes appropriately (flat surface for stacking, a triangular prism for a roof). <br> - Combine shapes to make new ones (different or larger shape). | - Talk about and identify the patterns around them (e.g. stripes on clothes, designs on rugs). <br> - Use informal language (pointy, spotty, wavy) to describe patterns <br> - Extend and create ABAB patterns. <br> - Notice and correct an error in a repeating pattern. <br> - Begin to describe a sequence of events, real or fictional (first, then, next) |  |

## EYFS Mathematics Curriculum Progression Overview

| Nursery Curriculum Endpoints | - Verbally count numbers in order from 1-5. <br> - Know and use number names from 6-10. <br> - Count objects 15, pointing to individual objects to demonstrate knowledge of 1:1 correspondence. <br> - Know the total number when counting a group of objects. | - Subitise objects up to 3 , with the knowledge that re-arranging objects does not change the number. <br> - Count a number of objects up to 5 and match the numeral to each number. | - Count on fingers 1 - 5 and begin to show total numbers on fingers up to 5 . <br> - Make marks to record numbers when counting objects and begin to write numerals 1-5. <br> - Compare the number of 2 groups of objects using appropriate language. <br> - Solve mathematical problems during daily routines and independent learning in interactions with adults. | - Compare objects using informal language to explain what they can see. <br> - Name and describe simple 2D shapes. <br> - Begin to see 2D shapes in faces of 3D shapes. <br> - Use positional language in interactions with adults. <br> - Demonstrate understanding of position and familiar routes through adult interactions. <br> - Demonstrate use of appropriate 2D and 3D shapes, beginning to join them together, during adult led and independent learning. | - Talk about patterns in the environment and describe them using informal language. <br> - Complete repeating patterns and correct a deliberate mistake created during adult interactions. <br> - Retell an event using sequential language, in response to adult questions. | - Develop an interest in mathematics through practical activities and adult interactions. <br> - Talk to adults and peers about mathematical things they notice during daily routines, songs and stories. <br> - Begin to use mathematical vocabulary to express ideas. <br> - Be willing to 'have a go' at mathematical activities in a variety of contexts. |
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|  | - Count objects, actions and sounds. <br> - Count beyond ten. <br> - Develop understanding of increasing quantity. | - Subitise. <br> - Understand the one more than/one less than relationship between consecutive numbers. <br> - Automatically recall number bonds for numbers 0-5 and some to 10 . | - Link the numeral with its cardinal number value. <br> - Compare numbers: quantities and even distribution (sharing). <br> - Use vocabulary to compare numbers: more than, less than, fewer, the same as, equal to. | - Select, rotate and manipulate shapes to develop spatial reasoning skills. <br> - Compose and decompose shapes to recognise a shape can have other shapes within it (as numbers can). <br> - Compare length, weight and capacity. | - Explore the composition of numbers to 10 : number bonds, doubles, odd and even numbers. <br> - Continue, copy and create repeating patterns. <br> - Describe a sequence of events, real or fictional (first, then, next, after, last). |  |

## EYFS Mathematics Curriculum Progression Overview

|  | - Verbally count numbers in order between 1 - 10, forwards and backwards. <br> - Verbally count numbers between 1-10, forwards and backwards, with different starting points. <br> - Verbally count beyond 20 , identifying multiples of 10 . <br> - Count concrete, pictorial and abstract representations of up to 10 objects with accuracy. | - Subitise objects up to 5 speedily, with a variety of arrangements. <br> - Begin to subitise numbers from 6-10. <br> - Understand the order of numbers between $1-10$ to identify one more/one less and begin to identify a number between two numbers. <br> - Verbally state knowledge of number bonds and doubles, in response to questions, without the use of practical resources. | - Understand that a numeral is a written representation of the cardinal number value. <br> - Understand the difference between numbers, using appropriate vocabulary to describe and compare quantities and items evenly distributed. | - Name and describe 2D shapes, explaining some of their properties. <br> - Understand the difference between 2D and 3D shapes. <br> - Demonstrate knowledge of the properties of 2D and 3D shapes. <br> - Demonstrate use of 2D and 3D shapes, joining them together and naming and explaining new shapes created. <br> - Compare and order objects using mathematical language to explain understanding. (length, weight and capacity). | - Demonstrate the composition of number using a range of practical resources. <br> - Use subitising skills to count and identify groups within numbers (number bonds, doubles, repeating patterns). <br> - Verbally describe composition to explain patterns and relationships with number (number bonds, doubles, odd/even numbers). <br> - Describe and create repeating patterns, correcting any errors. <br> - Retell an event using sequential language, in the correct order. | - Develop a positive attitude and interest in mathematics. <br> - Communicate mathematical ideas during taught sessions and daily routines. <br> - Discuss mathematical observations with adults and peers. <br> - Explain thinking using mathematical vocabulary and stem sentences. <br> - Be willing to 'have a go' without fear of making mistakes. |
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| Early Learning Goals | ELG: Number <br> - Have a deep composition <br> - Subitise (reco <br> - Automatically other aids) nu and some numb | rstanding of numbe ch number. <br> quantities without ll (without referenc $r$ bonds up to 5 (inc bonds to 10 , includ | 0 , including the <br> ting) up to 5. rhymes, counting or g subtraction facts) ouble facts. | ELG: Numerical Patter <br> - Verbally count bey counting system. <br> - Compare quantitie when one quantity other quantity. <br> - Explore and repres including evens an be distributed equa | d 20 , recognising the <br> p to 10 in different con greater than, less tha <br> t patterns within num odds, double facts and | attern of the <br> texts, recognising or the same as the <br> ers up to 10, ow quantities can |

