Britannia Bridge

## Mathematics

|  | Mathematics |  |  |  |
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|  | N2 | N3 | Rec | ELG |
| Number | - Take part in finger rhymes with numbers <br> - Use some number names. <br> - Begin to accurately take/count I or 2 objects. <br> - Notice numerals in print and in the environment. <br> - Look for things that have been moved out of sight. <br> - React to changes in amount of up to 3 objects. E.g. singing 2 little dicky birds. | - Recognise first familiar numerals, then numerals to 5 . <br> - Take part in finger rhymes with numbers <br> - Take up to 5 objects from a group correctly. <br> - Begin to count on their fingers. <br> - Subitise I, 2 and 3 objects. <br> - Use number names and number language in play. | - Develop skills counting, saying I number name for each item to 10 . <br> - Sing counting songs <br> - Confidently know that the last number said when counting objects is the total. <br> - Count out/select a smaller number from a group. <br> - Link number symbol with its cardinal value, up to 5 . <br> - Subitise within 5 . <br> - Understand the composition of smaller numbers then larger numbers up to 10 <br> - Understand that numbers can be made up of smaller numbers. | - Have a deep understanding of number to $I O$, including the composition of each number. <br> - Subitise (recognise quantities without counting) up to 5. <br> - Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to $I 0$, including double facts. |
| Numerical Patterns | - Say some counting words and numbers. <br> - Develop counting like behaviour, such as making sounds, pointing or saying some numbers in sequence. <br> - Begin to compare amounts saying words such a slots and more. <br> - Begin to count in everyday contexts, sometimes skipping numbers. | - Recite numbers to 5 , then to 10 . <br> - Put numerals in order, 0-5 <br> - Point/touch/tag an item as they count, saying one number name for each item. <br> - Count up to 5 items. <br> - Link/match numerals with amounts up to 5 . <br> - Beginning to compare and recognise changes in numbers of things, using words like 'more' 'lots' or 'same'. | - Count beyond IO, then extends this to 20 <br> - Puts numerals in order 0-10. <br> - Compare numbers and quantities using language such as 'more than'; less than' 'equal to' <br> - Understand the one more/one less relationship between consecutive numbers. <br> - Begin to understand the one more/one less relationship between numbers. <br> - Compare 2 groups of objects, saying when there are the same. <br> - Explore partitioning numbers in different ways. | - Verbally count beyond 20, recognising the pattern of the number system. <br> - Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity. <br> - Explore and represent patterns within numbers up to $I 0$, including evens and odds, double facts and how quantities can be distributed equally. |
| Shape, Space and Measures | - Show interest in patterns and shapes in the environment, pictures or books. <br> - Play with shapes, blocks and bricks. <br> - Build with a range of resources e.g. blocks and boxes <br> - Complete inset puzzles. <br> - Show interest in objects of contrasting size e.g. big and little. <br> - Gets to know daily routine and understands that things might happen next. <br> - Show an interest in filling and emptying containers <br> - Compare size e.g. big, little | - Talk about and explore 2D and 3D shapes <br> - Describe shapes by properties e.g. curvy, pointy, long <br> - Select shapes appropriately when constructing <br> - Begin to use some shape names <br> - Understand positional language <br> - Complete jigsaws and shape sorters <br> - Talk about patterns that they see. <br> - Copy a simple repeated pattern. <br> - Begin to describe a sequence of events. <br> - Explore difference in size, weight, length and capacity. <br> - Describe a familiar route and diqscuss routes and locations | - Use shape names correctly, 2d then 3d. <br> - Select, rotate and manipulate shapes to develop spatial reasoning skills. <br> - Use mathematical terms to describe 2d and 3d shapes, e.g. corner, sides. <br> - Learn what shapes combine to make other shapes. <br> - Learn that 2 d shapes are within $3 d$ shapes e.g. A cube has squares on it. <br> - Make models and constructions that increase in complexity. <br> - Find patterns in the environment. <br> - Create and recreate their own repeated patterns. <br> - Predict and discuss length, weight, height and capacity. | N/A |
|  | Learning does not move forw same way | d in a straight forward way but we have mapped it out $\dagger$ | all children. All children may no w a general pattern of child | low progression models in the lopment. |

