Three and Four Year-olds:

| Mathematics |
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| - Fast recognition of up to 3 objects, without having to |
| Recite numbers past 5 . |
| Say one number for each item in order: 1,2,3,4,5. |
| - Know that the last number reached when counting a small set of objects tells you how many there are in total (cardinal principle). |
| - Show 'finger rumbers' up to 5 . |
| - Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5 . |
| - Experiment with their own symbols and marks as well as numerals. |
| - Solve real world mathematical problems with |
| - Compare quantities using language: 'more than 'fewer than'. |

- Talk about and explore 2 D and 3 D shapes (for example,
circles, rectangles, triangles and cubooids) using informal circles, rectangles, triangles and cuboids) using informa and mathematical language: 'sides', 'corners'; 'straight',
- Understand position through words alone - for example,
"The bag is under the table,"
- with no pointing.
Describe a familiar route.
Discuss routes and locations, using words like 'in front of' and 'behind'.
Make comparisons between objects relating to size, ength, weight and capacity.

[^0]| In Reception: | Autumn Spring | Summer |
| :---: | :---: | :---: |
| Number | Count objects, actions and sounds: develop the key skills of counting objects including saying the numbers in order and matching one number name to each item. <br> Subitise. <br> Link the number symbol (numeral) with its cardinal number value. <br> Count beyond ten. <br> Understand the 'one more than/one less than' relationship between consecutive numbers. <br> Explore the composition of numbers to 10 . <br> Automatically recall number bonds for numbers 0-10. | Number ELG: Children at the expected level of development will: Have a deep understanding of number to 10 , including the composition of each number; - Subitise (recognise quantities without counting) up to 5 ; - 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. |
| Numerical Patterns | Compare numbers. <br> Select, rotate and manipulate shapes in order to develop spatial reasoning skills. <br> Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can. <br> Continue, copy and create repeating patterns. <br> Compare length, weight and capacity. | Numerical Patterns ELG: <br> Children at the expected level of development will: - Verbally count beyond 20 , recognising the pattern of the counting system; Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity; - Explore and represent patterns within numbers up to 10 , including evens and odds, double facts and how quantities can be distributed equally. |


[^0]:    Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc
    Combine shapes to make new ones - an arch, a bigger triangle etc.
    Talk about and identifies the patterns around them For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty' blobs' etc

    - Extend and create ABAB patterns - stick, leaf, stick, leaf.

    Notice and correct an error in a repeating pattern.
    Begin to describe a sequence of events, real or fictional
    using words such as 'first'. 'then

