

Early Years Foundation Stage

EYFS Educational Programme:

Developing a strong grounding in number is essential so that all children develop the necessary building blocks to excel mathematically. Children should be able to count confidently, develop a deep understanding of the numbers to 10, the relationships between them and the patterns within those numbers. By providing frequent and varied opportunities to build and apply this understanding - such as using manipulatives, including small pebbles and tens frames for organising counting - children will develop a secure base of knowledge and vocabulary from which mastery of mathematics is built. In addition, it is important that the curriculum includes rich opportunities for children to develop their spatial reasoning skills across all areas of mathematics including shape, space and measures. It is important that children develop positive attitudes and interests in mathematics, look for patterns and relationships, spot connections, 'have a go', talk to adults and peers about what they notice and not be afraid to make mistakes.

Development Matters	Birth to Three	Three to Four Year Olds	Reception
	<u>Number</u>	<u>Number</u>	<u>Number</u>
	Count in everyday	Fast recognition of up to 3	 Count objects, actions
	contexts, sometimes	objects, without having to	and sounds.
	skipping numbers - '1-2-3-5.'	count them individually	• Subitise.
	Numerical Patterns	('subitising').	Link the number symbol
	Compare sizes, weights etc.	• Recite numbers past 5.	(numeral) with its cardinal
	using gesture and	Say one number for each	number value.
	language - 'bigger/	item in order: 1,2,3,4,5.	Explore the composition
	little/smaller', 'high/low',	Know that the last	of numbers to 10.
	'tall', 'heavy'.	number reached when	Automatically recall

	• Notice patterns and	counting a small set of	number bands for numbers
	Notice patterns and	counting a small set of	number bonds for numbers
	arrange things in patterns.	objects tells you how many	0–10.
		there are in total ('cardinal	Numerical Patterns
		principle').	• Count beyond ten.
		• Show 'finger numbers' up	Compare numbers.
		to 5.	 Understand the 'one
		Link numerals and	more than/one less than'
		amounts: for example,	relationship between
		showing the right number of	consecutive numbers.
		objects to match the	 Select, rotate and
		numeral, up to 5.	manipulate shapes in order
		Numerical Patterns	to develop spatial
		Experiment with their own	reasoning skills.
		symbols and marks as well	 Compose and
		as numerals.	decompose shapes so that
		Solve real world	children recognise a shape
		mathematical problems	can have other shapes
		with numbers up to 5.	within it, just as numbers
		Compare quantities using	can.
		language: 'more than',	 Continue, copy and
		'fewer than'.	create repeating patterns.
		Talk about and explore	 Compare length, weight
		2D and 3D shapes (for	and capacity.
		example, circles,	• •
		rectangles, triangles and	
		cuboids) using informal and	
		mathematical language:	
		'sides', 'corners'; 'straight',	
		'flat', 'round'.	
		•Understand position	
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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

- Make comparisons between objects relating to size, length, weight and capacity.
- 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	
Early Learning Goals		Key Vocabulary	
ELG: Number Children at the expected level of development will: - Have a deep understanding of number to 10, including the composition of each number; 14 - 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. ELG: Numerical Patterns 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.		'bigger/ little/smaller', 'high/low', 'tall', 'heavy' 'sides', 'corners'; 'straight', 'flat', 'round' 'more than', 'fewer than' Understand position through words alone – for example, "The bag is under the table," – with no pointing. Discuss routes and locations, using words like 'in front of' and 'behind'. Make comparisons between objects relating to size, length, weight and capacity. 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. Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then	