

What is Maths in EYFS?

In planning and guiding what children learn, practitioners must reflect on the different rates at which children are developing and adjust their practice appropriately, referring to the Characteristics of Effective Teaching and Learning.

These are: playing and exploring - children investigate and experience things, and 'have a go'; active learning - children concentrate and keep on trying if they encounter difficulties, and enjoy their achievements for their own sake; creating and thinking critically - children have and develop their own ideas, make links between ideas, and develop strategies for doing things. In addition, the Prime Areas of Learning (Personal, Social and Emotional Development, Communication and Language and Physical Development) underpin and are an integral part of children's learning in all areas.

EYFS Mathematics Educational Programme (Statutory)

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.

	Mathematical Vocabulary										
Three and Four year olds	Communication	and Language	•	Use a wider range of vocabulary Understand 'why' questions, like: "why do you think the caterpillar is so fat?"							
Reception	Communication and Language			 Learn new vocabulary. Use new vocabulary throughout the day. 							
ELG	Communication and Speaking Language		•	Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.							



Two Year Old Room (Little Saints)

Maths in Little Saints occurs anytime. Opportunities are taken in everyday situations from counting the children who are in Little Saints and how many children are absent. Singing the days of the week song, using snack time and regular baking opportunities. There is regular singing of number songs and adults constantly model mathematical vocabulary whilst interacting and playing with the children.

Number	Pattern	Shape	Size, Weight, Measure & Capacity
 Combine objects like stacking blocks and cups. Put objects inside others and take them out again. Take part in finger rhymes with numbers. React to changes of amount in a group of up to three items. Compare amounts, saying 'lots', 'more' or 'same'. Develop counting-like behaviour, such as making sounds, pointing or saying some numbers in sequence. Count in everyday contexts, sometimes skipping numbers - '1-2-3-5.' 	Notice patterns and arrange	 Climb and squeeze themselves into different types of spaces. Build with a range of resources. Complete inset puzzles 	Compare sizes, weights etc. using gesture and language- 'bigger/little/smaller', 'high/low', 'tall', 'heavy'.

Nursery Room

Maths in our Nursery room occurs all the time, indoor and outdoor. Opportunities are taken on a regular occurrence, for example, counting the children, counting out at snack time and these opportunities are modelled by adults and then the children take the lead. Maths is also delivered in smaller groups each day and we use NCETM Numberblocks to introduce concepts of number to support early mathematical understanding as well as Master the Curriculum

Number	Pattern	Shape	Position	Size, Weight, Measure &		
				<i>C</i> apacity		
 Develop fast recognition 	 Talk about and identifies 	 Talk about and explore 2D 	Understand position	Make comparisons		
of up to 3 objects,	the patterns around them.	and 3D shapes (for	through words alone - for	between objects relating		
•	•	example, circles,				



without having to count
them individually
('subitising').

- Recite numbers past 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 numbers' 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 numbers up to 5
- Compare quantities using language: 'more than', 'fewer than'.

- For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs', et
- 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...'

- rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'.
- 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.

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'.

to size, length, weight and capacity.



Reception

In Reception we follow White Rose Hub. We teach Maths every day in three differentiated groups. We have maths opportunities in the indoor and outdoor provision and a weekly maths challenge is set. Adults regularly interact with the children and model mathematical vocabulary through the provision.

Aut	Autumn Term														
We	ek 1	Week 2	Week	Week	Week	Week	Week	Week 8	Week	Week	Week	Week	Week	Week	Week 15
			3	4	5	6	7		9	10	11	12	13	14	
Ge	Getting to know Match, sort and Compare					It's me,	1, 2, 3		1,2,3,4,	5			Consolidation		
	yo	u	•	Match Ob	ojects			• [Find 1,2,3		•	Find 4,5			
•	Baselin	ie	•	Match pic	ctures and	d objects		• ;	Subitise 1,	2,3	•	Subitise	4,5		
	Assess	ment	•	Identify	a set			• 1	Represent	1,2,3	•	Represer	rt 4,5		
• .	Settlin	ig the	•	Sort obje	cts to a	type		• 1	l more		•	1 more			
	childre	n into	•	Explore s	orting te	chniques		• 1	l less		•	1 less			
	school	/provision	•	Create so	rting rule	es		• (Compositio	n 1,2,3	•	Composit	ion 4,5		
			•	Compare	amounts						•	Composit	ion of 1-5	j	
			Talk about measure and patterns				Circles	and Triang	gles	Shapes	with 4 si				
			Compare size				•]	[dentify a	nd name	 Identify and name shapes 					
			Compare mass				circles and			with 4 sides					
			Compare capacity				triangles			 Combine shapes with 4 					
			 Explore simple patterns 				Compare circles sides								
			 Copy and continue simple patterns 				and triangles • Shapes in the								
			 Create simple patterns 				 Shapes in the 			environment					
						environment			 My day and night 						
								Describe position							
	Key Books														
			Seawee	d Soup by	Stuart 3	Г. Murphy	,	Anno's C	ounting Bo	ook by	Pete the Cat and his Four Groovy				
			Beep Beep, Vroom Vroom! by Stuart J.				Mitsumasa Anno			Buttons by Eric Litwin					
			Murphy	•		-		Goldilocks and the 3 Bears							
			Where's	My Ted	dy? by Je	z Alborou	ıgh	Triangle by Mac Barnett			Square by Mac Barnett and Jon				
					<u> </u>			and Jon	Klassen		Klassen				



We're Going on a Bear Hunt by Michael Rosen				Rosie's Walk by Pat Hutchins							
Spring Term Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Wee	ek 9	Week 10	Week 11
 Introduce zero Find 0 to 5 Subitise 0 to 5 Represent 0 to 5 1 more 1 less Composition Conceptual subitising to 5 Mass and Capacity Compare mass Find a balance Explore capacity Compare capacity Compare height Talk about time Order and sequence 					of 6,7,8 dd and ever (find a double roups ubitising th th gth ht ght me equence tim	ole and	• C • R • C • B • N • B • D • E • C • C • C • C • C • C • C • C • C	ecognise ar ind 2D shap Ise 3D shap D shapes w	ombers to and 10 subitising to 10 (2 part) gements of and odd Exploring and 3D shows for to within the are comples ntinue partinue partinu	of 10 of 10 g 3D shapes apes a 3D shapes asks environment ex patterns tterns	
					Key B	Books	T				
	room - Julia D 1 Squeeze - J	onaldson ulia Donaldsor	r Sid - Ing Beanstalk -	a Moore Nick Butte	rworth		Dots - Don Engines - Li		s and Stephen W	/aterhouse	



Summer Teri												
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13
 Build 13) Contin (10-13) Build 20) Contin (14-2) Verbo Verbo Howr Take 	numbers beyond nue patterns bey 0) al counting beyon al counting patter low many now? nore nany did I add?	ond 10 10 (14- ond 10 d 20 rns	• Si • Ri • M • Ex • Ci • Di • Ci • Fi sh • Ex • Si • Gi • Ex	elect shape of tate shape anipulate shape shapes compose shapes Sharing an apes sharing aring couping out and odd	hapes e arrangeme pes hapes ape pictures pes within 3 nd grouping ing	ents 3-D	• Ico po	Consol	idation			
					Key B	ooks						
and Sue Heap	in the middle of	Mr Gumpy's Motor Car -John Burningham Jack and the Flumflum Tree- Julia Donaldson The Gingerbread Man				Rosie's Walk -Pat Hutchins What the Ladybird Heard -Julia Donaldson We're Going on a Bear Hunt -Michael Rosen						



Early Learning Goals	
Number	Numerical Patterns
 Children have a deep understanding of number to 10, including the composition of each number. Subitise up to 5 Automatically recall number bonds up to 5 and some number bonds to 10, including double facts. 	 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.