|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Maths Number | Caterpillars C:\Users\teacher\AppData\Local\Microsoft\Windows\INetCache\IE\NZQHEH3N\TJ-Openclipart-86-circles-caterpillar-legless-7-11-16-final[1].png | Adult input and strategies  | Progression in knowledge, skills attitudes- what is the child learning?  | Butterflies  |
| ELG “Have a deep understanding of number to 10, including the composition of each number” | Take part in finger rhymes with numbers eg round and round the garden | Counting songsDifferent representations of numberCounting objects (compare bears, sorting vehicles, counters etc) Circle time maths games Play number games such as hopscotch | Start to sing number rhymes and songsJoin in with actions for number rhymes and songs.Show finger actions to songs.Count numbers of objectsLink numerals to amounts | Show ‘numbers to 5’ |
| Become aware of amounts eg “want more”  | Link numerals and amounts to 5 |
| Count in everyday contexts (sometimes skipping numbers eg 1,2,3,5) | Say one number  |
|  |
|  | Caterpillars  | Adult input and strategies  |  Progression in knowledge, skills attitudes- what is the child learning?  | Butterflies  |
| ELG “Subitise (recognise quantities without counting) up to 5” | React to changes of amount in a group of up to 3 objects | Hiding and guessing gamesDice skillsFamiliarisation with different number representations.  | Notice changes in amounts of objectsCount objects saying one number for each item. | Fast recognition of up to 3 objects (subitise) |
| Count in everyday contexts | Say one number for each item. |
|  |
|  | Caterpillars  | Adult input and strategies - How are we supporting progress ?  |  Progression in knowledge, skills attitudes- what is the child learning?  | Butterflies  |
| ELG “Automatically recall (without reference to rhymes, counting or other aids) number bonds to 5 (including subtraction facts) and some number bonds to 10, including double facts” | Climb and squeeze selves into spaces – problem solving. | Mathematical problemsIntroduction of visual representations of numbers | Solve simple problems using trial and error.Complete more formal puzzles using problem solving. | Solve real world maths problems with numbers up to 5 such as in Role play areas Snack times  |
| Complete inset puzzles (problem solving) |