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| 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 songs  Different representations of number  Counting objects (compare bears, sorting vehicles, counters etc)  Circle time maths games  Play number games such as hopscotch | Start to sing number rhymes and songs  Join in with actions for number rhymes and songs.  Show finger actions to songs.  Count numbers of objects  Link 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 |
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|  | 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 games  Dice skills  Familiarisation with different number representations. | Notice changes in amounts of objects  Count 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. |
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|  | 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 problems  Introduction 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) |