Mathematics

- Fast recognition of up to 3 objects, without having to count them individually ('subitising').
- · 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 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'.
- Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'.
- 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, 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...'