Mathematics

	Nursery 3-4 year olds	
Autumn 1	• Count in everyday contexts sometimes skipping numbers 1 2 3 5 • Complete inset puzzles • Compare sizes, weights etc using gesture and language- bigger, little, smaller, high/low, tall, heavy • Notice patterns and arrange things in patterns • Develop 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. • 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' • 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.	Number rhymes Numbers in environment Say one number for each item to 3 Subitising up to 3 Practise counting aloud to 5 Show finger numbers to 3 Linking numeral and quantity up to 3 Explore 2D and 3D shapes Compare size, weight, length and capacity Talk about and identify pattern Sequence daily events
Autumn 2	• Count in everyday contexts sometimes skipping numbers 1 2 3 5 • Complete inset puzzles • Compare sizes, weights etc using gesture and language- bigger, little, smaller, high/low, tall, heavy • Notice patterns and arrange things in patterns • Develop 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. • 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' • 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.	Number rhymes Numbers in environment Say one number for each item to 3 Subitising up to 3 Practise counting aloud to 5 Show finger numbers to 3 Linking numeral and quantity up to 3 Explore 2D and 3D shapes Compare size, weight, length and capacity Talk about and identify pattern Sequence daily events

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Spring 2	• Count in everyday contexts sometimes skipping numbers 1 2 3 5 • Complete inset puzzles • Compare sizes, weights etc using gesture and language- bigger, little, smaller, high/low, tall, heavy • Notice patterns and arrange things in patterns • Develop 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. • 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' • 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. • 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. • Understand position through words alone-for example, "The bag is under the table"-with no pointing.	Number rhymes Numbers in environment Say one number for each item to 3 Subitising up to 3 Practise counting aloud to 5 Show finger numbers to 3 Linking numeral and quantity up to 3 Explore 2D and 3D shapes Compare size, weight, length and capacity Talk about and identify pattern Sequence daily events Count reliably to 5 and beginning to count beyond 5 Say 1 number name for each item up to 5 Know the last number when counting a set of objects tells you how many there are Show finger numbers up to 5 Link numeral and amount up to 5 Understand and use positional language Select and use shapes appropriately Extend and create simple pattern.

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