

|  |  | Building Towers https://nrich.maths.org/8865 | Making caterpillars https://nrich.maths.org/8861 |
| :---: | :---: | :---: | :---: |
| Reception | Number and Place Value Calculation Measures | Number and Place Value Calculation Measure | Number and Place Value Calculation Measure |
| Reception Learning objectives taught | Number <br> Children count reliably with numbers from 1 to 10 forwards and backwards <br> - Counts objects, actions and sounds <br> - Subitise 1, 2 and 3 amounts <br> - Recognises numerals 1 to 5 <br> - Counts up to 5 objects by saying one number name for each item <br> - Counts objects to 10 , and beginning to count beyond 10 <br> - Know the numbers bonds for numbers to 3 <br> Place Value <br> Compare groups of objects up to 10 <br> - Selects the correct numeral to represent 1 <br> to 5 objects <br> - Uses the language of 'more' and 'fewer' to compare two sets of objects <br> Calculation <br> - Finds the total number of items in two groups by counting all of them <br> - Finds one more or one less from a group of up to five objects <br> - Recognise the one more and one less relationship between numbers to 5 <br> - In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting <br> Shape and Measure <br> - Uses familiar objects and common shapes to create, copy and continue patterns <br> - Order and compare two or three items by length or height. <br> - Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...' <br> - Understand positional language <br> - Name 2D shapes <br> - Describe a familiar route. <br> - Discuss routes and locations, using words like 'in front of' and 'behind'. | Number <br> Children count reliably with numbers from 1 to 15 <br> - Know the numbers bonds for numbers to 6 <br> - Subitise 1, 2, 3 and 4 amounts <br> - Counts up to 10 objects by saying one number name for each item <br> - Recognises numerals to 10 <br> - Counts out up to six objects from a larger group. <br> - Know the numbers bonds for numbers to 3 (including subtraction facts) <br> Place Value <br> - Selects the correct numeral to represent 1 to 10 objects <br> - Estimates how many objects they can see and checks by counting them <br> Calculation <br> - Recognise the one more and one less relationship between numbers to 10 <br> - Compare numbers, thinking about which is more/less, double, half, etc <br> - Beginning to answer simple addition problems to 10 <br> - Says the number that is one more or one less than a given number <br> - Use the vocabulary involved in adding and subtracting <br> - Begins to ildentify own mathematical problems based on own interests and fascinations. <br> - Learn the double facts to 10. <br> Shape and Measure <br> - Name 3D shapes <br> - Compose and decompose shapes so that children recognise a shape can have other shapes within it <br> - Select, rotate and manipulate shapes in order to develop spatial reasoning skills. <br> - Order and compare two items by weight or capacity. <br> - Beginning to use everyday language related to money. <br> - Use positional language to describe their relative position such as 'behind' or 'next to'. | Number <br> Children count reliably with numbers from 1 to 20 and beyond <br> - Know the numbers bonds for numbers to 10 <br> - Subitise up to 5 <br> - Recognise numerals to 20 <br> - Counts out up to ten objects from a larger group <br> - Know the odd and even numbers to 10 <br> - Know the numbers bonds for numbers to 5 (including subtraction facts) <br> - Have a deep understanding of number to 10 , including the composition of each number. <br> - Subitise (recognise quantities without counting) up to 5. <br> - Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10 , including double facts <br> Place Value <br> Order numbers up to 20 <br> Can say which number is one more or one less than a given number up to 20 <br> - Verbally count beyond 20, recognising the pattern of the counting system. <br> - Explore and represent patterns within numbers up to 10 , including evens and odds, double facts and how quantities can be distributed equally. <br> Calculation <br> - Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity. <br> - Solve problems in sharing equally <br> Shape and Measure |

