Nursery – Mathematics						
Term	What we are learning: (Development Matters)	What a child might be doing: (Birth to 5 Matters)	Vocabulary:	Activities and Opportunities		
ЦЦ	Baseline	-	-	-		
Autumr	Counting Reciting numbers up to 3. Say one number for each item in order: 1, 2, 3	May enjoy counting verbally. Points or touches (tags each item) saying one number for each item. Use the stable order of 1, 2, 3 Uses some number names and number language within play	One, two, three	<ul> <li>How many play people are in the sandpit? How many cars have we got in the garage?</li> <li>Counting things of different sizes</li> </ul>		
	Mark Making Experiment with their own symbols and marks.	Explores using a range of their own marks and signs to which they ascribe mathematica I meanings.	One, two, three, lines, dots			
	Shape Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc.	Chooses items based on their shape which are appropriate for the child's purpose.	Flat, pointy, rolly, brick, round	Children need opportunities to construct and create things that represent objects in their environment. As they do this, they should start to notice shape properties of the object that they want to represent: • Stories as a prompt for		

			creating representations e.g. building a house for the three bears • Making pictures with found materials, as well as structured shapes and blocks • Making a complete circuit with a train track	
Subitising	Subitises 1, 2	One, two, three, all	Children need	
Develop fast recognition of up to 3 objects without having to count them individually	& 3 objects (without counting).	of them	opportunities to: 1. See regular arrangements of small quantities, e.g. a dice face, structured manipulatives, etc., and be encouraged to say the quantity represented 2. recognise small amounts when they are not in the "regular" arrangement e.g. small handfuls of objects	
Linking Numerals	Links	One, two, three,	Children need	
Link numerals and	numerals	now many, matching the	opportunities to have a	
amounts: for	amounts up	same, not that one	symbols available, e.g.	
example, showing	to 3 and	sume, not that one	wooden numerals,	
the right number	maybe		calculators,	
of objects to match	beyond		handwritten (include	
the numeral up to	(cardinality).		different examples of a	
3.			number e.g. (4) 4 <b>4</b> 4	
			Using numeral     disc in games:	
			matching	
			numerals with	
			varied groups of	
			things	

			Reading number     books
Positional Language Understand position through words alone	Responds to and uses language of position and direction. Uses spatial words in play.	In, on, up, down, under	<ul> <li>Hunting for hidden objects, with some prompts, e.g. "look behind the bicycle store, take 3 steps from the front of the art cupboard"</li> <li>Developing and talking about small-world scenarios, e.g. doll's house, miniature village, play park</li> </ul>
Pattern Talk about and identify the patterns around them. Use informal language to describe patterns	Talk about spatial patterns showing some organization or regularity.	Stripes on clothes, design on rugs, displays, Pointy, spotty, blobs	<ul> <li>Building towers or trains of different coloured cubes</li> <li>Accessing a range of patterns to copy</li> <li>Collecting things outside: leaf, stick, leaf, stick</li> </ul>
Measure Make comparisons between objects relating to size.	In meaningful contexts finds the bigger or smaller of two items.	Bigger/smaller	<ul> <li>Encouraging children to compare different attributes in everyday situations e.g. "I wonder who has the biggest apple?"</li> <li>"Please can you pass me a that is bigger/smaller than this one?"</li> </ul>

	Problem solving	Through play	One & two, one &	Encourage
	and Composition	and	one, put them	children to
	of Numbers	exploration,	together, how	make
	Solve real world	beginning to	many?	arrangements
	mathematical	learn that		with 2; talking
	problems with	numbers are		about what they
	numbers up to 2.	made up		see
		(composed)		
		of smaller		
		numbers.		
		Beginning to		
		use		
		understandin		
		g of number		
		to solve		
		practical		
		problems in		
		play and		
		meaningful		
		activities.		
ng	Counting	May enjoy	One, two, three,	Children need the
pri	Reciting numbers	counting	four, five	opportunity to count
S	up to 5.	verbally as		out or "give" a number
	с I	far as they		of things from a larger
	Say one number	can go.	One after the	group, not just to count
	order: 1, 2, 2, 4, 5	Doints or	other, ingers	the number that are
	01001.1,2,5,4,5	Fourthes (tags		there. This is to support
	Show 'finger	each item)		the "stonning number"
	numbers' un to 5	saving one		which gives the
	numbers up to 5.	number for		cardinal value
		each item		
	Cardinal Principle –	Use the	5 altogether	<ul> <li>Playing dice</li> </ul>
	know that the last	stable order		games to collect
	number reached	of 1, 2, 3, 4, 5		a number of
	when counting a			things
	small set of objects			<ul> <li>Playing track</li> </ul>
	tells you how many	Counts up to		games and
	there are in total	5 items		- counting along
		recognising		the track
		that the last		
		number said		
		represents		
		the total		
		counted so		
		far.		

Subitising	Subitises 1, 2,	One, two, three,	Children need
Develop fast	3/4 objects	four, all of them	opportunities to: 1.
recognition of up	(without		See regular
to 3/4 objects	counting).		arrangements of small
without having to			quantities, e.g. a dice
count them			face, structured
individually			manipulatives, etc., and
			be encouraged to say
			the quantity
			represented
			2. recognise small
			amounts when they are
			not in the "regular"
			arrangement e.g. small
			handfuls of objects
Comparing	Compares	More than, fewer	Correcting a
Quantities and	two small	than, same,	puppet who
Numbers	groups of up	different	may say that
Compare	to 3 objects,		there are more
quantities using	saying when		or fewer
language: 'more	there are the		objects now, as
than', 'fewer than'.	same (equal)		they have been
	number of		moved around,
	objects in		e.g. spread out
	each group		or pushed
	e.g. <i>you've</i>		together
	got 2, I've got		<ul> <li>Collections to</li> </ul>
	2'. Same!		sort and
			compare,
			which include
			objects which
			are identical,
			objects of
			different kinds
			or sizes
			Collections
			with a large
			number of
			things, and
			collections with
			a small number
			of things
			Compare some
			collections that
			have equal
			amounts

				•	Convert two unequal groups into two that have the same number e.g. "there are 6 apples in one bag and two in another; can we make the bags equal for the two hungry horses?"
Shape Combi make r an arch triangh	ne shapes to new ones – n, a bigger e etc.	Attempts to create arches and enclosures when building, using trial and improvement to select blocks.	Does it fit? Shape, right shape, wrong shape, triangle, square, circle, rectangle	•	Construction activities Tangrams: "can you make a person with the shapes?"
Linking and Ar Link nu amour examp the rig of obje the nu 5.	<b>S Numerals</b> nounts imerals and its: for le, showing ht number icts to match meral up to	Links numerals with amounts up to 5 and maybe beyond (cardinality).	One, two, three, four, five, how many, matching, the same, not that one, which one?	•	Putting the right number of snacks on a tray for the number of children shown on a card
Mark I Experin their o and ma	<b>Making</b> ment with wn symbols arks.	Explores using a range of their own marks and signs to which they ascribe mathematica I meanings.	One, two, three, four, five, lines, dots,		
Patter Extend ABAB p stick, le	n and create patterns e.g. eaf, stick,	Creates their own spatial patterns showing	Repeating, the same again, different, one after the other,	•	"can you change the red bear to a blue bear? What is the

	organization	right/wrong, in a	٠	Include lots of
Notice and correct	or regularity.	line		pattern making
an error in a				opportunities
repeating pattern	Extends and			e.g. outdoors, in
	creates			craft activities
	simple linear			and with
	patterns of			musical
	two (AB) or			instruments
	three (ABC)		•	Working
	repeating			collaboratively
	items.			to take turns to
				create a
				pattern, e.g.
				one claps, one
				stamps, or one
				gets the red
				bear, one gets
				the yellow bear
				etc.
			٠	Presenting
				patterns with
				deliberate
				errors
			•	Asking the
				children to
				make a pattern
				with a
				deliberate
				mistake and
				challenging a
Maacura	In mooningful	Longor/shortor		
Make comparisons	contoxts	Longer/ shorter	•	cutting a piece
hetween objects	finds the			long as a child's
relating to length	longer or			arm and
relating to length.	shorter of			encouraging
	two items			them to find
				things in the
				environment
				that are
				longer/shorter
				or the same
				length
			•	"Please can vou
				pass me a
				that is

					longer/shorter
					than this one?"
	Problem solving	Through play	One, two, three,	•	Encourage
	and Composition	and	one & two more,		children to
	of Numbers	exploration,	two & one more,		make
	Solve real world	beginning to	put them together,		arrangements
	mathematical	learn that	how many? Total		with 3; ensuring
	problems with	numbers are			talking about
	numbers up to 3.	made up			the different
		(composed)			arrangements
		of smaller			
		numbers.			
		Beginning to			
		use			
		understandin			
		g of number			
		to solve			
		practical			
		problems in			
		play and			
		meaningful			
		activities.			
		Separates a			
		group of 3			
		objects in			
		different			
		ways,			
		beginning to			
		recognise			
		that the total			
		is still the			
L	Counting	Same. May eniov	One, two, three		
me	Reciting numbers	counting	four, five. six.		
m	up to 10.	verbally as	seven, eight, nine,		
S	·	far as they	ten		
	Cardinal Principle –	can go.			
	know that the last		One after the		
	number reached	Counts up to	other, total, how		
	when counting a	and beyond 5	many?		
	small set of objects	items			
	tells you how many	recognising			
	there are in total	that the last			
		number said			
		represents			

	the total counted so far. Begins to recognise numerals up to 10 and may show fascination with large numbers.		
Subitising Develop fast recognition of up to 4/5 objects without having to count them individually	Subitises 1, 2, 3, 4/5 objects (without counting).	One, two, three, four, five, all of them	Children need opportunities to: 1. See regular arrangements of small quantities, e.g. a dice face, structured manipulatives, etc., and be encouraged to say the quantity represented 2. recognise small amounts when they are not in the "regular" arrangement e.g. small handfuls of objects
Mark Making Experiment with their own symbols and marks as well as numerals.	Explores using a range of their own marks and signs as well as beginning to write some numerals.	One, two, three, four, five, six, seven, eight, nine, ten Lines and dots	
Comparing Quantities and Numbers Compare quantities using language: 'more than', 'fewer than'.	Compares two small groups of up to 5 objects, saying when there are the same (equal) number of objects in each group e.g. you've	More than, fewer than, same, different One, two, three, four, five One more	See previous section on Comparing Quantities and Numbers

	got 5, I've got		
	5'. Same!		
	Beginning to		
	recognise		
	that each		
	counting		
	numbor is		
	one more		
	than the one		
	before.		
Shape	Responds to	Circle, square,	<ul> <li>Asking</li> </ul>
Talk about and	both informal	triangle, rectangle,	questions, e.g.
explore 2D and 3D	language and	sphere, cube,	"what shapes
shapes (for	common	pyramid, cuboid,	can you make?"
example, circles,	shape names.	sides, corners,	"what is the
rectangles,		straight, flat,	same and what
triangles and	Shows	round, bigger,	is different?"
cuboids) using	awareness of	smaller, turn, twist,	<ul> <li>Printing with</li> </ul>
informal and	shape	does it fit?	shanes
mathematical	similarities		Shapes
language: 'sides'	and		
'corpore' (straight'	difforences		
(flat' (round)	hotwoon		
nat, round	between		
	objects.		
	Enjoys		
	partitioning		
	and		
	combining		
	shapes to		
	make new		
	shapes with		
	2D and 3D		
	shapes.		
	Predicts,		
	moves and		
	rotates		
	objects to fit		
	the snace or		
	create the		
	change they		
	shape they		
Destites a	would like.	0	Children and
Positional	Responds to	Un, off, under,	Children need
Language	and uses	beside and	opportunities to
	language of	between	explore this language,

Understand	nosition and	"The hag is under	taking advantage of
position through	direction	the table"	play in the outdoors to
words along using	unection.		play in the outdoors to
words alone using			explore sequences of
a sentence			body movements
		In front of, behind,	(following obstacle
Discuss routes and		forwards,	course, directing a
locations, using	Discuss	backwards, left,	friend, etc.):
words like 'in front	position in	right	<ul> <li>Directing a</li> </ul>
of' and 'behind'	real contexts.		simple robot or
	Describe	Along the road, go	remote-
Describe a familiar	routes and	that way, straight	controlled tov
route	give	on, turn, on that	vehicle along a
	directions to	side on the other	route
	each other	side, wrong way	
	each other.	right way	Directing each
		light way	
			Acting out their
			own versions of
			well-known
			stories where
			characters
			negotiate
			routes and
			obstacles
Pattern	Joins in with	First, then, after,	
Begin to describe a	simple	before, every day,	
<b>. .</b>		ovening morning	
sequence of	patterns in	evening, morning,	
sequence of events, real or	patterns in sounds,	afternoon,	
sequence of events, real or fictional, using	sounds, objects.	afternoon, tomorrow. today.	
sequence of events, real or fictional, using words such as	patterns in sounds, objects, games and	afternoon, tomorrow, today, vesterday, next.	
sequence of events, real or fictional, using words such as 'first' 'then'	patterns in sounds, objects, games and stories	afternoon, tomorrow, today, yesterday, next, next day	
events, real or fictional, using words such as 'first', 'then'	patterns in sounds, objects, games and stories, dance and	afternoon, tomorrow, today, yesterday, next, next day	
sequence of events, real or fictional, using words such as 'first', 'then'	patterns in sounds, objects, games and stories, dance and movement	afternoon, tomorrow, today, yesterday, next, next day	
sequence of events, real or fictional, using words such as 'first', 'then'	patterns in sounds, objects, games and stories, dance and movement, prodicting	afternoon, tomorrow, today, yesterday, next, next day	
sequence of events, real or fictional, using words such as 'first', 'then'	patterns in sounds, objects, games and stories, dance and movement, predicting	afternoon, tomorrow, today, yesterday, next, next day	
sequence of events, real or fictional, using words such as 'first', 'then'	patterns in sounds, objects, games and stories, dance and movement, predicting what comes	afternoon, tomorrow, today, yesterday, next, next day	
sequence of events, real or fictional, using words such as 'first', 'then'	patterns in sounds, objects, games and stories, dance and movement, predicting what comes next.	afternoon, tomorrow, today, yesterday, next, next day	
sequence of events, real or fictional, using words such as 'first', 'then'	patterns in sounds, objects, games and stories, dance and movement, predicting what comes next.	afternoon, tomorrow, today, yesterday, next, next day	
sequence of events, real or fictional, using words such as 'first', 'then'	patterns in sounds, objects, games and stories, dance and movement, predicting what comes next. Recalls a	afternoon, tomorrow, today, yesterday, next, next day	
sequence of events, real or fictional, using words such as 'first', 'then'	patterns in sounds, objects, games and stories, dance and movement, predicting what comes next. Recalls a sequence of	afternoon, tomorrow, today, yesterday, next, next day	
sequence of events, real or fictional, using words such as 'first', 'then'	patterns in sounds, objects, games and stories, dance and movement, predicting what comes next. Recalls a sequence of events in	afternoon, tomorrow, today, yesterday, next, next day	
sequence of events, real or fictional, using words such as 'first', 'then'	patterns in sounds, objects, games and stories, dance and movement, predicting what comes next. Recalls a sequence of events in everyday life	afternoon, tomorrow, today, yesterday, next, next day	
sequence of events, real or fictional, using words such as 'first', 'then'	patterns in sounds, objects, games and stories, dance and movement, predicting what comes next. Recalls a sequence of events in everyday life and stories.	afternoon, tomorrow, today, yesterday, next, next day	
sequence of events, real or fictional, using words such as 'first', 'then'	patterns in sounds, objects, games and stories, dance and movement, predicting what comes next. Recalls a sequence of events in everyday life and stories. In meaningful	afternoon, tomorrow, today, yesterday, next, next day Heavier/ lighter,	<ul> <li>"Please can you</li> </ul>
sequence of events, real or fictional, using words such as 'first', 'then' Measure Make comparisons	patterns in sounds, objects, games and stories, dance and movement, predicting what comes next. Recalls a sequence of events in everyday life and stories. In meaningful contexts	afternoon, tomorrow, today, yesterday, next, next day Heavier/ lighter, more/less full	<ul> <li>"Please can you pass me a …</li> </ul>
sequence of events, real or fictional, using words such as 'first', 'then' Measure Make comparisons between objects	patterns in sounds, objects, games and stories, dance and movement, predicting what comes next. Recalls a sequence of events in everyday life and stories. In meaningful contexts finds the	Afternoon, tomorrow, today, yesterday, next, next day Heavier/ lighter, more/less full	<ul> <li>"Please can you pass me a that is</li> </ul>
sequence of events, real or fictional, using words such as 'first', 'then' Make comparisons between objects relating to weight	patterns in sounds, objects, games and stories, dance and movement, predicting what comes next. Recalls a sequence of events in everyday life and stories. In meaningful contexts finds the heavier or	evening, morning, afternoon, tomorrow, today, yesterday, next, next day Heavier/lighter, more/less full	<ul> <li>"Please can you pass me a that is heavier/lighter</li> </ul>

		more/less full of two items.		•	Provide varied range of container shapes See-saw problems Use a spring balance to compare weights
Pro and of Sol ma pro nut	oblem solving d Composition Numbers lve real world athematical oblems with mbers up to 5.	Through play and exploration, beginning to learn that numbers are made up (composed) of smaller numbers. Beginning to use understandin g of number to solve practical problems in play and meaningful activities. Separates a group of up to 5 objects in different ways, beginning to recognise that the total is still the same.	One, two, three, four, five, put them together, how many? Total, same, different, fair/unfair	•	Encourage children to make arrangements with 3; ensuring talking about the different arrangements Exploring songs; e.g., <i>Five</i> <i>Currant Buns</i> – show that the whole is still 5, but some are in the shop and some have been taken away Playing skittles and looking at how many are standing; have fallen over; how many altogether?

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