

Key Learning in Mathematics – EYFS

Statements in bold are elements of the Early Learning Goals

Number – number and place value	Number – addition and subtraction	Number – multiplication and division
<ul style="list-style-type: none"> Count actions or objects which cannot be moved Count objects to 10, and begin to count beyond 10 Count out from a larger group Count an irregular arrangement of up to ten objects Estimate how many objects they can see and check by counting them Count reliably with numbers from 1 to 20 Select the correct numeral to represent 1 to 10 objects Recognise numbers from 1-20 Read numbers from 1-20 in numerals Use language of 'more' and 'fewer' to compare two sets of objects Place numbers 1 to 20 in order Say which number is one more or less than a given number 	<ul style="list-style-type: none"> In practical activities and discussion, begin to use the vocabulary involved in adding and subtracting Understand addition as the combining of two or more groups to make a larger group and this can be done by counting all the items when the groups are combined or by counting on Understand subtraction as take away and this can be found by removing one amount from another and counting how many are left or counting back Find the total number of items in two groups by counting all of them Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer Separate a group of three or four objects in different ways, beginning to recognise that the total is still the same Know number bonds to 10 Record, using marks that they can interpret and explain Begin to record number stories using number sentences Begin to identify own mathematical problems based on own interests and fascinations Solve problems 	<ul style="list-style-type: none"> Understand that doubling is adding the same number to itself and that it is multiplying by 2 Understand that halving is sharing into two equal portions and that this is dividing by 2 Know doubles of numbers to 5 and corresponding halves Record, using marks that they can interpret and explain Begin to identify own mathematical problems based on own interests and fascinations Solve problems, including doubling, halving and sharing
<h3>Number – fractions</h3> <ul style="list-style-type: none"> Understand that halving is sharing into two equal portions and that this is dividing by 2 Know doubles of numbers to 5 and corresponding halves Record, using marks that they can interpret and explain Begin to identify own mathematical problems based on own interests and fascinations Solve problems, involving halving and sharing 	<h3>Geometry – properties of shapes</h3> <ul style="list-style-type: none"> Use familiar objects and common shapes to create and recreate patterns Begin to use mathematical names for 'flat' 2-D shapes, and mathematical terms to describe shapes Select a particular named shape (2-D and 3-D) Begin to use mathematical names for 'solid' 3-D shapes, and mathematical terms to describe shapes Explore characteristics of everyday objects and shapes and use mathematical language to describe them <h3>Geometry – position and direction</h3> <ul style="list-style-type: none"> Recognise, create and describe patterns Use everyday language to talk about position and to solve problems <h3>Statistics</h3> <ul style="list-style-type: none"> Sort objects and say what features they have in common 	<h3>Measurement</h3> <ul style="list-style-type: none"> Order two or three items by length or height Use everyday language to talk about size and distance Use everyday language to compare quantities and objects and to solve problems Order two items by weight Use everyday language to talk about weight Use everyday language to compare quantities and objects and to solve problems Order two items by capacity Use everyday language to talk about capacity Use everyday language to compare quantities and objects and to solve problems Use everyday language related to time Measure short periods of time in simple ways Order and sequence familiar events Use everyday language to talk about time Use everyday language to talk about money Use everyday language to compare quantities and objects and to solve problems