Key Learning in Mathematics – EYFS

Statements in bold are elements of the Early Learning Goals

Number – number and place value

- 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**

Number – fractions

- *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**

Number – addition and subtraction

- 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**

Geometry – properties of shapes

- 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**

Geometry – position and direction

- **Recognise, create and describe patterns**
- **Use everyday language to talk about position and to solve problems**

Statistics

- *Sort objects and say what features they have in common*

Number – multiplication and division

- *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**

Measurement

- 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**