

## Mathematics: Early Years

3&	4-year-olds will be learning to:
•	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.
•	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.
•	Experiment with their own symbols and marks as well as numerals.
•	Solve real world mathematical problems with numbers up to 5.
•	Compare quantities using language: 'more than', 'fewer than'.
•	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'.
•	Understand position through words alone – for example, "The bag is under the table," –with no pointing.
•	Describe a familiar route.
•	Discuss routes and locations, using words like 'in front of' and 'behind'.
•	Make comparisons between objects relating to size, length, weight and capacity.
•	Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc.
•	Combine shapes to make new ones - an arch, a bigger triangle etc.
•	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.
•	Extend and create ABAB patterns – stick, leaf, stick, leaf.
•	Notice and correct an error in a repeating pattern.
•	Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then'





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Early learning Goal		
Number		
•	Have a deep understanding of number to 10, including the composition of each number.	
•	Subitise (recognise quantities without counting) up to 5.	
•	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.	
Numerical Patterns		
•	Verbally count beyond 20, recognising the pattern of the counting system.	
•	Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	
•	Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	

