



	<p>Number</p> <ul style="list-style-type: none"> Say one number for each item in order: 1, 2, 3, 4, 5 Develop fast recognition of up to 5 objects, without having to count them individually ('subitising'). 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. 	<p>Number</p> <ul style="list-style-type: none"> Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...' 	<p>Shape</p> <ul style="list-style-type: none"> Talk about and explore 2D shapes (for example, circles, rectangles, triangles and squares) using informal and mathematical language: 'sides', 'corners', 'straight', 'flat', 'round'. 	<p>Measures</p> <ul style="list-style-type: none"> Make comparisons between objects relating to size, length, weight and capacity. 	<p>Number</p> <ul style="list-style-type: none"> Say one number for each item in order: 1,2,3,4,5. Recite numbers past 5.
	<p>Number</p> <ul style="list-style-type: none"> As above with numbers up to 6 Recite numbers past 5. 	<p>Shape</p> <ul style="list-style-type: none"> Talk about and identify 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 	<p>Shape</p> <ul style="list-style-type: none"> Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and squares) using informal and mathematical language: 'sides', 'corners', 'straight', 'flat', 'round'. 	<p>Measures</p> <ul style="list-style-type: none"> Make comparisons between objects relating to size, length, weight and capacity. 	<p>Number</p> <ul style="list-style-type: none"> Experiment with their own symbols and marks as well as numerals.
<p>Number</p> <ul style="list-style-type: none"> Say one number for each item in order: 1 Develop fast recognition of up to 1 object, without having to count them individually ('subitising'). 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 1. Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 1. Experiment with their own symbols and marks as well as numerals. 	<p>Number</p> <ul style="list-style-type: none"> As above with numbers up to 7 Recite numbers past 5. 	<p>Shape</p> <ul style="list-style-type: none"> Talk about and identify 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 	<p>Shape</p> <ul style="list-style-type: none"> Talk about and explore 3D shapes (for example, sphere, cube, cone and pyramid) using informal and mathematical language: 'sides', 'corners', 'straight', 'flat', 'round'. 	<p>Measures</p> <ul style="list-style-type: none"> Make comparisons between objects relating to size, length, weight and capacity. 	<p>Number</p> <ul style="list-style-type: none"> Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').
<p>Number</p> <ul style="list-style-type: none"> Say one number for each item in order: 1, 2 Develop fast recognition of up to 2 objects, without having to count them individually ('subitising'). 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 2. Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 2. Experiment with their own symbols and marks as well as numerals. 	<p>Number</p> <ul style="list-style-type: none"> As above with numbers up to 8 Recite numbers past 5. 	<p>Shape</p> <ul style="list-style-type: none"> Understand position through words alone Discuss routes and locations, using words like 'in front of' and 'behind'. On, in, und, by 	<p>Shape</p> <ul style="list-style-type: none"> Talk about and explore 3D shapes (for example, sphere, cube, cone and pyramid) using informal and mathematical language: 'sides', 'corners', 'straight', 'flat', 'round'. 	<p>Measures</p> <ul style="list-style-type: none"> Make comparisons between objects relating to size, length, weight and capacity. 	<p>Number</p> <ul style="list-style-type: none"> Compare quantities using language: 'more than', 'fewer than'.
<p>Number</p> <ul style="list-style-type: none"> Say one number for each item in order: 1,2,3 Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). 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 3. Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 3. Experiment with their own symbols and marks as well as numerals. 	<p>Number</p> <ul style="list-style-type: none"> As above with numbers up to 9 Recite numbers past 5. 	<p>Shape</p> <ul style="list-style-type: none"> Understand position through words alone Discuss routes and locations, using words like 'in front of' and 'behind'. In front of, behind, between 	<p>Shape</p> <ul style="list-style-type: none"> 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. 	<p>Measures</p> <ul style="list-style-type: none"> Make comparisons between objects relating to size, length, weight and capacity. 	<p>Shape</p> <ul style="list-style-type: none"> Talk about and identify 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.
<p>Number</p> <ul style="list-style-type: none"> Say one number for each item in order: 1, 2, 3, 4 Develop fast recognition of up to 4 objects, without having to count them individually ('subitising'). 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 4. Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 4. Experiment with their own symbols and marks as well as numerals. 	<p>Number</p> <ul style="list-style-type: none"> As above with numbers up to 10 Recite numbers past 5. 	<p>Number</p> <ul style="list-style-type: none"> Solve real world mathematical problems with numbers up to 5. 	<p>Shape</p> <ul style="list-style-type: none"> 	<p>Shapes</p> <ul style="list-style-type: none"> Understand position through words alone 	