Mathematics-White Rose

By the end of EYFS,

Number ELG Chn at the expected level of development will:

- Have a deep understanding of numbers 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 ELG

- Verbally count to 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

Autumn Term LOs

Number	Numerical Patterns
• Find 1, 2 and 3 • Subitise 1, 2 and 3 • Represent 1, 2 and 3 • 1 more • 1 less • Composition of 1, 2 and 3 • Find 4 and 5 • Subitise 4 and 5 • Represent 4 and 5 • 1 more • 1 less • Composition of 4 and 5 • Composition of 1-5	• Match objects • Match pictures and objects • Identify a set • Sort objects to a type • Explore sorting techniques • Create sorting rules • Compare amounts • Explore simple patterns • Copy and continue simple patterns • Create simple patterns

Shape, Space and Measure (No ELG)

- Compare size
- Compare mass
- Compare capacity
- Identify and name circles and triangles
- Compare circles and triangles
- Shapes in the environment
- Describe position
- Identify and name shapes with 4 sides
- Combine shapes with 4 sides
- Shapes in the environment
- My day and night

Assessment

- Chn can count forwards and backwards to 5
- Chn understand that when we count forwards we are adding 1 more each time and when we count back we are less 1 each time
- Chn can represent the numbers 1-5 using a range of resources
- Chn can sort according to a criteria
- Chn can recognise and continue an AB pattern

Spring Term LOs

Number	**Numerical Patterns**
• Introduce zero • Find 0-5 • Subitise 0-5 • Represent 0-5 • 1 more	• Make pairs-odd and even • Double to 8 (find a double) • Double to 8 (make a double) • Combine 2 groups • Conceptual subitising

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- 1 less
- Composition
- Conceptual subitising to 5
- Find 6, 7 and 8
- Represent 6, 7 and 8
- 1 more
- 1 less
- Composition of 6, 7 and 8
- Find 9 and 10
- Represent 9 and 10
- Conceptual subitising to 10
- 1 more
- 1 less
- Composition to 10
- Bonds to 10 (2 parts)
- Make arrangement of 10
- Bonds to 10 (3 parts)

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- Compare numbers to 10
- Doubles to 10 (find a double)
- Double to 10 (make a double)
- Explore even and odd
- Identify more complex patterns
- Copy and continue patterns
- Patterns in the environment

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Shape, Space and Measure (No ELG)

- Compare mass
- Find a balance
- Explore capacity
- Compare capacity
- Explore length
- Compare length
- Explore height
- Compare height
- Talk about time
- Order and sequence time
- Recognise and name 3D shapes

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- Find 2D shapes within 3D shapes
- Use 3D shapes for tasks
- 3D shapes in the environment

Assessment

- Chn can represent the numbers 1-10 in different ways
- Chn can match numbers (1-10) to their different representation
- Chn can identify 1 more and 1 less than a number to 10
- Chn know the pairs of numbers that make 5
- Chn know some pairs of numbers that make 10
- Chn know how to double numbers
- Chn know some doubles facts
- Chn are beginning to identify odd and even numbers

Summer Term

Number

- Add more
- How many did I add?
- Take away
- How many did I take away?

Numerical Patterns

- Build number beyond 10 (10-13)
- Continue patterns beyond 10 (10-13)
- Build numbers beyond 10 (14-20)
- Continue patterns beyond 10 (14-20)
- Verbal counting beyond 20
- Verbal counting patterns
- Explore sharing
- Sharing
- Explore grouping
- Grouping
- Even and odd sharing
- Play with and build doubles

Shape, Space and Measure (No ELG)trw3 1

- Select shapes for a purpose
- Rotate shapes

- Manipulate shapes
- Explain shape arrangements
- Compose shapes
- Decompose shapes
- Copy 2D shape pictures
- Find 2D shapes within 3D shapes
- Identify units of repeating patterns
- Create own pattern rule
- Explore own pattern rules
- Replicate and build scenes and constructions
- Visualise from different positions
- Describe positions
- Give instructions to build
- Explore mapping
- Represent maps with models
- Create own maps from familiar places
- Create own maps and plans from story situations
- Deepen understanding
- Patterns and relationships