

	Autumn 1	Autumn 2
Number	<p>Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). <i>Discuss how many in play. Adults to model one, two or three.</i> <i>Play with Numicon/dominoes and model subitising.</i> Count by rote to 5 <i>Counting during register time, snack time, voting, games and stories.</i> Be aware of numbers around the classroom and counting activities. <i>Find numerals and match around school. Listen to maths activities and join in.</i> Join in with group counting activities. Show interest in number activities and games. <i>Play lots of fun number games. Teach my turn, your turn, support to take part.</i> Listen to counting stories and rhymes. <i>Share number stories and join in where possible.</i></p>	<p>Recite numbers past 5. <i>Counting during register time, snack time, voting, games and stories.</i> Count with confidence in a group. Say which number comes next in a story or game. <i>Adult to model....leave a space for next number.</i> Recognise some numerals such as their age. <i>Display numbers in the classroom, adults to talk about them and point them out. Add numerals to mathematical play. Model recording maths for whole class.</i> Count 1:1 to 5. <i>Find lots of practical reasons to count e.g. snack, finding resources, how many toys etc.</i> Be able to share with a friend <i>e.g. have one toy each.</i></p>
Shape Space and Measures	<p>Use positional language in play as modelled by an adult. <i>Small world play, construction. Adult to model language and give simple instructions. Check next to, on top, underneath, behind, in front of.</i> Match pictures and shapes to spaces. <i>Jigsaws, Numicon in play, construction tasks, outdoor shape challenges.</i> Use heavy, light, big, small, long, short etc in play. <i>Games using similar objects of different sizes.</i> Use and name circle square and triangle. <i>Shape games/adult modelling and shapes out in classroom.</i></p>	<p>Know the sequence of my day and anticipate what comes next. Know about day and night. <i>Stories, pictures, timetable and routines.</i> Water play using words full and empty. <i>Adult to model.....snack time.</i> Be able to choose half or a whole piece of fruit. <i>Experiment with dough, snack etc</i> Find patterns in the environment. <i>Spot the same and different in colours, shapes and patterns.</i></p>