

Maths in Early Years

Number

Shape, Space &
Measure

End of year expectation:

- Count reliably with numbers from one to 20
- Place numbers 0-20 in order
- Find one more or one less
- Add and subtract two single-digit numbers and count on or back to find the answer.
- Solve problems, including doubling, halving and sharing.

Counting 0-20 using concrete resources

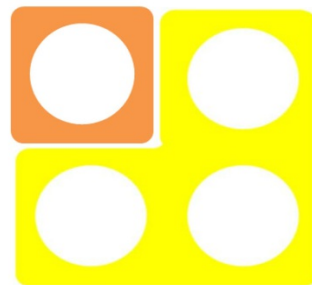


Counting claps, jumps etc.

Ordering numbers 0-20



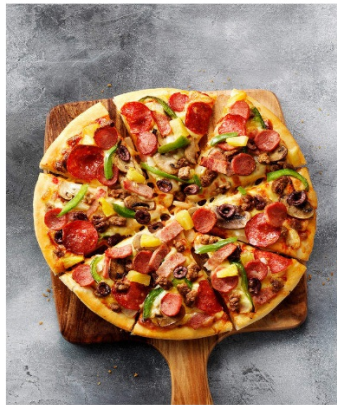
Find one more or one less



Adding and subtracting two one-digit numbers



Solve problems, including doubling, halving and sharing.



Ways you can help at home:

- Counting out and about
- Numberblocks



Home



Shows



Games



Puzzles &
Quizzes



Watch &
Sing



Join In



Make &
Colour



Radio



Topics

Make and Play with
the Numberblocks!

Play >



Sing along to the
Numberblocks
songs

Playlist >



Easy maths
patterns with
Numberblocks

Play >



Can your child
solve the puzzles?

Play >



Top Five

1. Recognising numbers to 20
2. Counting objects using 1:1 correspondence
3. Number formation
4. Little and often
5. Ask questions

Tapestry Observations


PINEHAM BARNS
PRIMARY SCHOOL

Tapestry – what kinds of things could I ‘observe’ my child doing?

Maths

- Anything related to number, recognising numbers, ordering them, adding and subtracting.
- Anything related to shape, including naming and talking about 2D and 3D shapes.
- Anything related to measurement – time, measuring length/height, measuring capacity (talking about full/half full/empty), measuring weight (baking and cooking is great for this), money.
- Making and describing patterns.

English

- Any reading and/or talking about stories.
- Writing or drawing.

Arts

- Any arts and crafts.
- Playing ‘make believe’ games where they show imagination.
- Singing and dancing including making up their own songs and dances.

Technology

Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.

Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.

Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.

Knows that information can be retrieved from computers

Please have a look at
the resources on the
tables.

Any questions please
do ask.