



Wood End Primary

Maths

Three to four year olds (Nursery)

Number	
1	Say one number for each item in order: 1,2,3,4,5.
2	Solve real world mathematical problems with numbers up to 5.
3	Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5.
4	Experiment with their own symbols and marks as well as numerals.
5	Show 'finger numbers' up to 5
6	Develop fast recognition of up to 3 objects, without having to count them individually ('subitising').
Numerical Patterns	
7	Recite numbers past 5.
8	Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').
9	Compare quantities using language: 'more than', 'fewer than'.
Shape	
10	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'.
11	Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc.
12	Combine shapes to make new ones - an arch, a bigger triangle etc.
Space	
13	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.
14	Extend and create ABAB patterns – stick, leaf, stick, leaf.
15	Notice and correct an error in a repeating pattern.
16	Understand position through words alone – for example, "The bag is under the table," – with no pointing.
17	Describe a familiar route.
18	Discuss routes and locations, using words like 'in front of' and 'behind'
Measure	
19	Make comparisons between objects relating to size, length, weight and capacity.
20	Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...'