

## Maths Progression Map EYFS

	Mathematics				
	Nursery: Number through Stories  1: The Gingerbread Man 2. Little Red Riding Hood 3. Goldilocks/Three Little Pigs 4. Wizard of Oz 5. Hungry Caterpillar 6. Jack and the Beanstalk 7. Snow White 8. The Enormous Turnip 9. The Train Ride 10. Ten Little Series  Reception: Following Power Maths Scheme				End of EYFS
	Number and Place Value	Addition and Subtraction	Properties of Shapes	Position, direction & pattern	
Nursery	Says number names to count objects, not necessarily in the right order Begin to develop one to one correspondence and say one number name for each object. Move or touch objects to count them (1-5) Knows that the last number reached when counting tells you how many there is in total. Count out specific number of objects from larger group (1-10) Knows number names initially to 5 then 10. Subitise small amounts arranged in regular pattern Uses language 'more than' 'fewer than' in real world situations.  Recognises amounts that have been rearranged, if nothing has been added or taken away, then the amount is the same. Show 'finger numbers' up to 5 Experiment with their own symbols and marks as well as numerals.	Explore ways that numbers 0-5 can be represented i.e. 4 and 1.     Solve real world mathematical problems with numbers 0-5.	Explore 2D and 3D shape and their attributes through play such as construction, puzzles, shape sorters.     Describes shapes using informal language such as 'fat' 'pointy' 'corners' 'straight' 'flat' 'round'	Understands and describes position 'in' 'on' 'under'  Understands and uses direction words 'up' 'down' 'across'  Recognise and talk about an AB pattern i.e. red block, blue block, red block, blue block.  Copy an AB pattern with range of features such as varying objects, size and orientation.  Notice and correct an error in a repeating AB pattern	Number  Have a deep understanding of number to 10, including the composition of each number; 14 - 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 Pattern  Verbally count beyond 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
Reception	<ul> <li>Counts to 30, forwards and backwards.</li> <li>Counts things that cannot be seen, touched or moved.</li> <li>Can say number before or after a number, dropping back to one.</li> <li>Can stop and start counting in different places (forwards &amp; backwards)</li> <li>Subitise small amounts of objects arranged in irregular pattern.</li> <li>use the language of: equal to, more than, less than (fewer), most, least</li> <li>Compare numbers i.e. 8 is a lot bigger than 2 but 3 is only a little bigger than 2.</li> <li>Represent numbers using objects and marks.</li> <li>Create marks to represent numerals (1-10 then 1-20)</li> </ul>	Automatically recall number bonds for numbers 0-10     Explore the composition of numbers to 10.     read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs      Record different ways a number can be partitioned (into 2 groups or more)     solve additions and subtractions involving 1 digit numbers, using concrete objects and pictorial representations to support	Explore properties of shapes through play including: curveness, numbers of sides/corners (2D) or edge, faces and vertices (3D)     recognise and names some common 2-D and 3-D shapes.	Understands and describes position 'in front' 'behind'     Understands and uses direction words 'forwards' 'backwards' 'left & right'      Recognise, talk about and continue an AB pattern then a more complex pattern such as ABC, ABB, ABBC, AABB.     Notice and correct an error in a complex repeating pattern	