## Bryn st Peter's Primary School - EYFs Progression Map

## Mathematics

| Area of Learning Mathematics | September Checkpoints (Baseline) | Autumn | Spring | Summer |
| :---: | :---: | :---: | :---: | :---: |
| Numbers | - Subitise to 3. <br> - Represent 1-3 on fingers, on a tens frame and with objects. | - Subitise to 4. <br> - Discuss composition of numbers to 4 , showing some automatic recall of number facts. <br> - Begin to recognise parts within numbers. E.g. Look at 4 buttons and say "I can see a group of 2 and another group of 2 " | - Discuss composition of numbers to 4 , showing some automatic recall of number facts. <br> - Confidently subitise rather than count small groups of objects. <br> - Subitise to 5 using familiar concept images (e.g. a tens frame, with Numicon and using fingers) | - Have a deep understanding of number to 10 , including the composition of each number. <br> - Subitise (recognise quantities without counting) up to 5 . <br> - 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 Patters | - Join in with number songs, attempting to represent numbers using fingers where appropriate. <br> - Recite numbers to 10 or beyond. <br> - Demonstrate understanding that we use one number for each item, when counting. <br> - Attempt to count objects, actions and sounds. <br> - Use and understand the term "more" in practical contexts. | - Recite numbers to 20 confidently. <br> - Count back from 10. <br> - Demonstrate understanding of the cardinal principle when counting objects. Show accuracy when counting a group of up to $5 / 10$ objects. <br> - Use and understand the terms more and fewer/less in practical contexts. <br> - Understand the term equal when comparing two groups of objects. | - Recite numbers to 20 and back from 20. <br> - Count on from a given number to 20 and back from a given number 0-10. <br> - Show accuracy when counting a group of objects, showing 1 to 1 correspondence \& confident application of the cardinal principle. <br> - Say the number one more/less than a given number 1-10. <br> - Explore sharing into equal groups in practical contexts, commenting on what they notice. | - Verbally count beyond 20, recognising the pattern of the counting system. <br> - Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity. <br> - Explore and represent patterns within numbers up to 10 , including evens and odds, double facts and how quantities can be distributed equally |


| Shape, Space and Measure (taught but not a statutory ELG) | - Describe the size or shape of real-life objects using simple mathematical vocabulary, e.g. big/small, round/straight. <br> - Time - understand first/next <br> - Sorting/matching - sort groups of objects according to different criteria | - Time - Understand yesterday/today/tomorrow. Recite days of the week. <br> - Shape - Identify straight and curved sides on 2D shapes, and flat and curved faces on 3D shape <br> - Use shapes to make pictures/models. <br> - Measure - use and understand the terms short/tall, large/small. Sequence 4 items according to these criteria. | - Demonstrate understanding of everyday prepositions - in, on, under, beside, in front, behind. <br> - Time - Use and understand before/after <br> - Shape - Select, rotate and manipulate shapes to match a picture, fit an outline or create patterns. <br> - Pattern - continue a simple $A B, A B C$ pattern |
| :---: | :---: | :---: | :---: |

Use everyday language to discuss length, size, height, weight, time, position and capacity. Use this language to make simple observations, e.g. this is heavier than that.
Shape - Understand and use correct mathematical language to describe 2D and 3D shapes (e.g. vertices, sides, edges, faces, flat/curved).
Shape - Know some common 2D and 3D shapes.
Pattern - create, copy and continue a simple pattern

## Statutory End of EYFS Assessment: Mathematics Early Learning Goals

Children at the expected level of development will:

| Number | Numerical Patterns | Shape, Space and Measure (No ELG) |
| :---: | :---: | :---: |
| - Have a deep understanding of number to 10, including the composition of each number. <br> - Subitise (recognise quantities without counting) up to 5. <br> - 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. | - Verbally count beyond 20, recognising the pattern of the counting system. <br> - Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity. <br> - Explore and represent patterns within numbers up to 10 , including evens and odds, double facts and how quantities can be distributed equally | Use everyday language to discuss length, size, height, weight, time, position and capacity. Use this language to make simple observations, e.g. this is heavier than that. <br> Shape - Understand and use correct mathematical language to describe 2D and 3D shapes (e.g. vertices, sides, edges, faces, flat/curved). <br> Shape - Know some common 2D and 3D shapes. <br> Pattern - create, copy and continue a simple pattern |

Those working at Greater Depth may:

| Number | Numerical Patterns | Shape, Space and Measure |
| :---: | :---: | :---: |
| - Be able to "conceptually subitise" to 10 or beyond. <br> - Know number bonds to 10 or beyond. <br> - Link subtraction and addition in meaningful ways, e.g. when exploring the part-whole model. <br> - Make strong links between areas of their learning, e.g. doubling/halving. | - Make estimations based on their "number knowledge/sense", e.g. that number must be greater than 20 because I can see two full tens and a part finished ten. <br> - Apply their number knowledge to solve problems, e.g. It takes 3 eggs to make a cake so I must need 6 for two cakes. | - Pattern - create patterns of increasing complexity, e.g. ABCCABCC or spot errors in a given pattern. <br> - Shape - confidently discuss the properties of common and irregular 2D and 3D shapes, e.g. giving clues. <br> - Make predictions and link their knowledge of number to their work on measures, e.g. The red car weighed 4 cubes and the green one is heavier so it might weigh 6 cubes. |

