EYFS at Brinkworth Earl Danby's	Maths

What skills are we learning?

- Reciting numbers in order from 0 – 20 (and beyond).
- Recognising and placing numerals in order 0 – 10.
- Comparing numbers by quantity and size .e.g more/less, one more/one less.
- Subitising quantities and amounts up to 10.
- Count out up to 10 objects from a large group.
- Show awareness that numbers are made up of smaller numbers, exploring partitioning in different ways.
- Recognising the value of different mathematical symbols e.g + - =
- Matches the numeral with a group to items to show how many there are (up to 10).
- Discuss and share our own reasoning to number problems, identifying what we already know and what strategies we can use to find answers.
- Identifying and naming 2D shapes and their properties.
- Understanding the difference of 2D and 3D shapes.

What opportunities to see this in action?	End of the year early learning goals:
• Daily maths whole class input on the carpet to focus on specific learning objectives in line with the 'Can do Maths' scheme. • Can do Mastery Maths approach giving children the opportunities to work on their reasoning skills and talk about maths concepts. • Maths table and display understanding that maths can be applied all around us. • Using a wide range of concrete resources to support learning in maths, daily inputs and continuous provision. • Staff encourage children to discuss their problem solving and reasoning. • Staff modelling and scaffolding learning. • Access to ICT resources to support the use of maths skills.	**Numbers** Have a deep understanding of number to 10, including the composition of each number. 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 Patterns** 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