

August 2021	<b>Maths Essential Knowledge</b>			
ELG: Number	<b>Curricular Goal: Know how to use fluency in maths to reason and solve problems</b>			
Children at the expected level of development will:	<ul style="list-style-type: none"> <li>• Have a deep understanding of number to 10, including the composition of each number</li> <li>• Subitise (recognise quantities without counting) up to 5</li> <li>• 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</li> </ul>			
ELG: Numerical Patterns	<ul style="list-style-type: none"> <li>• Verbally count beyond 20, recognising the pattern of the counting system</li> <li>• Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity</li> <li>• Explore and represent, including evens and odds, double facts and how quantities can be distributed equally.</li> </ul>			
Statutory guidance Page 10	<ul style="list-style-type: none"> <li>• It is important that the curriculum includes rich opportunities for children to develop their spatial reasoning skills across all areas of mathematics including shape, space and measures</li> </ul>			
<b>Embedding our learning</b> <b>Safe</b> <ul style="list-style-type: none"> <li>• positive attitudes to learning</li> </ul> <b>Achieving</b> <ul style="list-style-type: none"> <li>• alteration in LTM</li> <li>• building knowledge including knowledge checks and low stakes quizzes</li> <li>• building confidence</li> </ul>	<b>Number and Numerical patterns</b>			
	Pre-nursery	Nursery	Reception	Year 1/2
	<b>Counting-like behaviour</b> <ul style="list-style-type: none"> <li>• making sounds</li> <li>• pointing</li> <li>• saying some numbers in sequence</li> </ul>	<b>The last number reached when counting a small set of objects tells you how many there are in total (cardinal principle)</b>  <b>The order of numbers to 0-3</b> <ul style="list-style-type: none"> <li>• Count aloud (stable order)</li> <li>• Forwards and back</li> <li>• On fingers</li> <li>• With objects up to 3 (one to one principle)</li> </ul>	<b>Objects, actions and sounds can be counted</b> <ul style="list-style-type: none"> <li>• One to one principle (one number for one object)</li> <li>• Stable order (numbers said in certain order)</li> <li>• Cardinal principle (last number said is total)</li> </ul>	
<b>React to changes of amount in a group of up to three items</b>	<b>Visual representations of numbers up to 3</b> <ul style="list-style-type: none"> <li>• Subitise (recognise objects without counting) up to 3</li> </ul>	<b>Visual representations of numbers up to 5</b> <ul style="list-style-type: none"> <li>• Subitise (recognise objects without counting) up to 5</li> </ul>	<b>Knowledge of number to say how many physical objects or pictorial representations can be seen and check by counting them (estimating up to 100)*</b>	