In 2021 there has been a Revised EYFS framework released. In Nursery we aim for children to be working at the 'Three and Four year Old' stage of the curriculum. Below shows what is expected of Nursery children in Maths.

Mathematical Vocabulary

Children are expected to start to use a wider range of vocabulary based on:

- -Shape (e.g. corners/sides/flat etc)
- -Sequence (e.g. first/last etc)

1

2

-Size (bigger/smaller etc)

-Weight (heavier/lighter)

-Capacity (full/empty etc)

Number and Place Value

Children should be able to:

- -Recite numbers past 5.
- -Say one number name for each item in order: 1,2,3,4,5
- -Know that the last number reached when counting is the total.



<u>Identifying and representing numbers</u>

Children should be able to:

- -Develop fast recognition of up to 3 objects, without counting them individually.
- -Show fingers up to 5.
- -Match numerals to amounts up to 5.
- -Experiment with mathematical symbols + =

Compare and Order Numbers

Children should be able to:

-Compare quantities using language 'more than' 'fewer than'.

<u>Measurement</u>

Children should be able to make comparisons between objects based on:

-Ssize, length, weight and capacity.

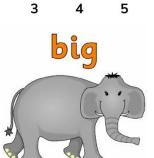
Time

Children should begin to describe sequence of events using words like first, then, nex

<u>Shape</u>

Children should be able to:

- -Talk and explore 2d and 3d shapes (e.g. circles, rectangles, triangles, cuboids)
- -Use mathematical language (e.g. corners/sides/flat etc)
- -Select appropriate shapes in play e.g. triangle for a roof.
- -Combine shapes to make a new one.



Position and Direction

Children should be able to:

- -Understand position through words (e.g. the bag is under the table) -Explaining rather than pointing.
- -Describe a familiar route.
- -Discuss routes and locations using words like 'in front of' and 'behind'.

Patterns

Children should be able to:

- -Talk about and identify patterns around them (e.g. stripy clothes, designs on wallpaper)
- -Use informal language (e.g. pointy, spotty, blobs etc)
- -Extend and create ABAB patterns (e.g. stick, leaf, stick, leaf)
- -Notice and correct an error in a repeating pattern.



Please see below for Nursery's Long-term Maths planning.

Nursery Maths Curriculum

(In line with the revised EYFS curriculum 2021)

	Term 1a	Term 1b	Term 2a	Term 2b	Term 3a	Term 3b
Maths	Colours	Number 3- counting,	Number 5- counting,	Number 6- counting,	Sequencing	1-5 composition
	Matching	<mark>subitising,</mark>	subitising, representing	subiting, presenting	Positional language	What comes after?
<mark>lumber</mark>	Sorting	<mark>representing</mark>	and composing	and composing	More than/ fewer than	What comes before
lumerical patterns	Number 1- subitising,				<mark>2d shapes</mark>	
hape, Space and	counting and numeral	Number 4- counting,	5 sided shapes	Exploring height and	<mark>3d shapes</mark>	Revisit number to 5
Measure		<mark>subitising,</mark>		length		
	Patterns- extending AB	<mark>representing</mark>	Begin to describe a	ichgui	Compare two small	Begin to use
	patterns		sequence of events, e.g.	Exploring mass	groups of up to five	<mark>understanding of</mark>
	Extending ABC	3 and 4 sided shapes	'first'	Exploring mass	<mark>objects, saying when</mark>	<mark>number to solve</mark>
	patterns			Cyalesiae agasait.	there are the same in	practical problems
		Composition of 4		Exploring capacity	<mark>each group</mark>	<mark>play and meaningf</mark> i
	<mark>Use some number</mark>		Make comparisons	Cl		<mark>activities</mark>
	names and number	Talk about and	between objects relating	Chooses appropriate items based on their	Compare quantities	
	language within play	identify the patterns	to size, length, weight	the state of the s	using language 'more	Predict, move and
	<mark>(count verbally as far</mark>	around them using	and capacity	shape for a specific	than' 'fewer than'	rotate objects to fit
	as they can go)	informal language		<mark>purpose</mark>		the space or create
		<mark>'pointy'</mark>		0	Experiment with their	the shape they wou
				Attempt to create arches and enclosures	<mark>own symbols and</mark>	like
				when building, using	<mark>mark as well as</mark>	
				trial and improvement	<mark>numerals</mark>	Create their own
				to select blocks		spatial patterns
				to select blocks	Discuss routes and	showing some
				Join in with simple	locations using words	organisation or
				patterns in sounds,	like 'in front' and	<u>regularity</u>
					'behind'	
				objects, games and stories dance and		Notice and correct
				movement, predicting	Describe a familiar	error in a repeating
				what comes next	route	pattern
				with contes itext	D. II	
					Recall a sequence of	
					events in everyday life	
					and stories	