Heber Primary School

Parent Curriculum Guide

Mathematics in the Early Years 2023

How is Maths taught at school?

- Early years provision
- Areas of learning
- Daily Mastering Number sessions
- Small group games
- Whole class teaching
- Targeted interventions
- Focus adult led activities

New Early Years Framework

From September 2021 there is a new EYFS curriculum. Mathematics is divided into the following areas:

Number
Numerical Patterns

There are no specific Early Goals for shape space and measure but there are still the expectations that children:

"In addition, 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" **Statutory framework for the early years foundation stage Department of Education 2021**

Early Learning Goals and Development checkpoints

Number

- ➔ 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.

Skills to develop:

- ➔ Count objects, actions and sounds.
- ➔ Subitise- recognise how many there are without having to count
- ➔ Link the number symbol (numeral) with its cardinal number value.
- ➔ Count beyond ten.
- ➔ Compare numbers.
- ➔ Understand the 'one more than/one less than' relationship between consecutive numbers.
- ➔ Explore the composition of numbers to 10.
- ➔ Automatically recall number bonds for numbers 0– 10.

Early Learning Goals and Development checkpoints

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

Skills to Develop

- ➔ Select, rotate and manipulate shapes in order to develop spatial reasoning skills.
- ➔ Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.
- ➔ Continue, copy and create repeating patterns.
- ➔ Compare length, weight and capacity.

Number blocks is used across the Foundation stage. It is an excellent resource that supports children with counting, recognition and the relationship between numbers.

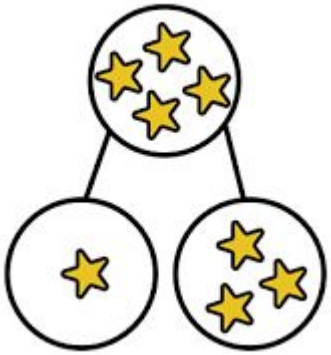
Number blocks will be introduced number by number and Numicon will be introduced alongside.

Numicon is a visual representation for number which supports all learners.

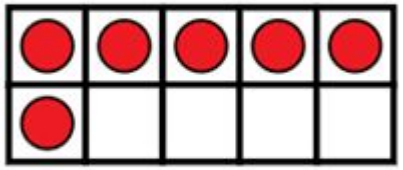
Teaching strategies and methods

Number cards

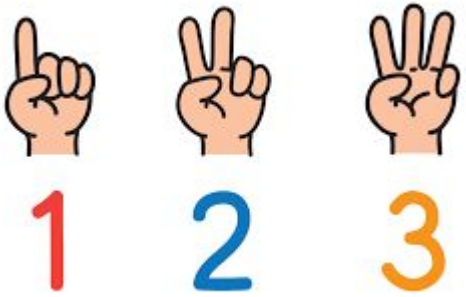
Part Whole



10 Frame



Subitising



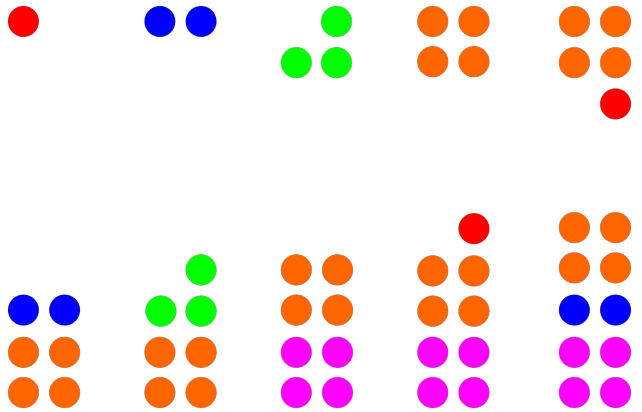
Loose part play

Concrete Pictorial and Abstract

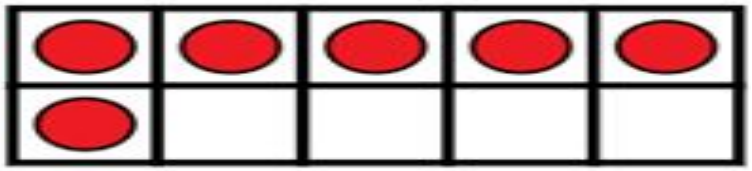
Subitising- What can you see?

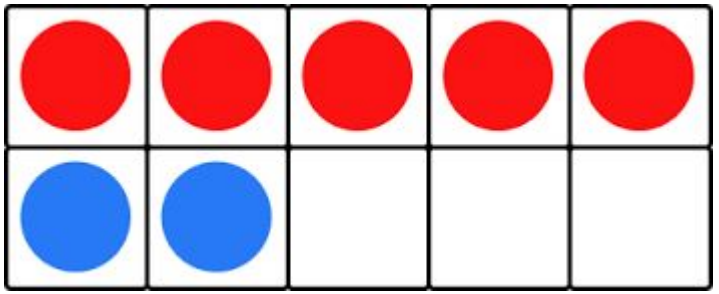
Subitising supports children in recognising amounts without counting, which support their composition of different numbers e.g. 3 is a 1 and a 1 and a 1, 3 is made of 1 and 2.

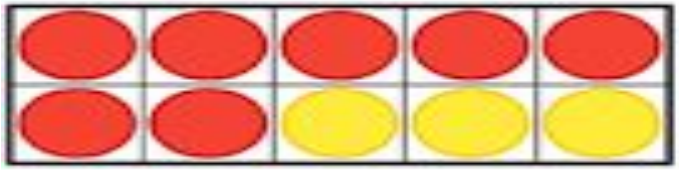
You can subitise with objects, dots, fingers. You need to build up speed which helps with quick recall.



10 Frames

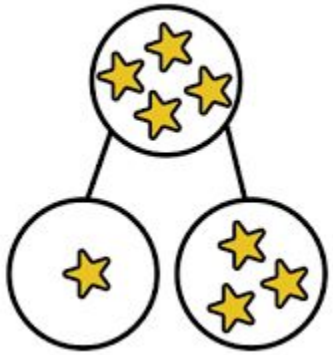




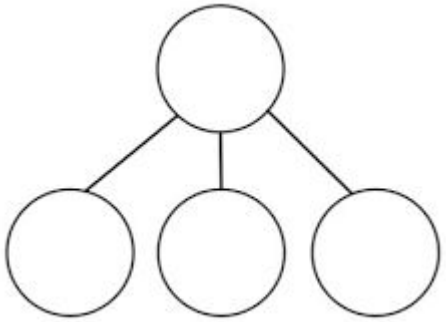


Recognising amounts on a 10 frame is a vital skill for Reception. It also helps with understanding how different number are made e.g. 7 is made of 5 and 2.

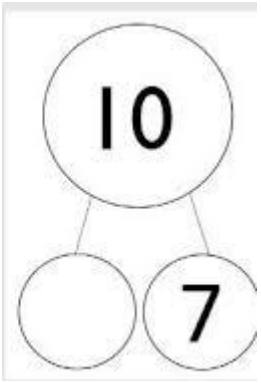
Part Whole- links to Number Bonds



Part whole will be used to learn number bonds to 10 e.g.
1+9=10
2+8= 10
3+7=10
4+6=10
5+5= 10 and more.



Part whole is looking at the composition of number. This is linked to additions. Children will be encouraged to explore all of the ways that a number can be made. E.g. 4= 2+2 4= 3+1



To develop calculating skills children will learn that a number/amount is not always made by just adding 2 groups. The will explore how many ‘parts’ can be added e.g. 5 is made of 5 1’s.

Number lines- counting on and backwards

Counting reliably orally and through the use of a number line is important. A number line can be used later for solving addition and subtraction problems. This is a good skill to model. Use an object to physically move an abject forwards or backwards depending on the calculation.

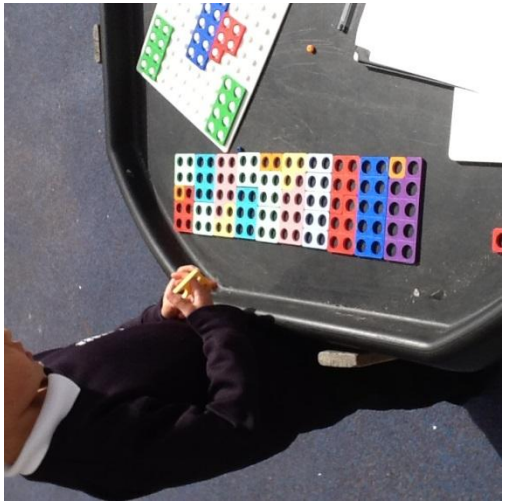
What can you do at home?

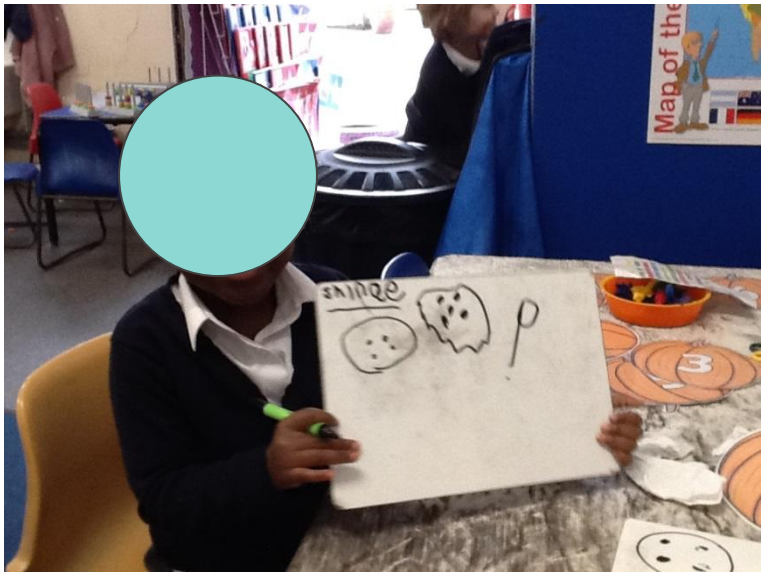
Every child will have a Mathletics log in.

Numberblocks app or games on cbeebies

Orchard Tree Maths games- shopping list, Bus stop etc.

Oldie but a goodie- Snakes and Ladders

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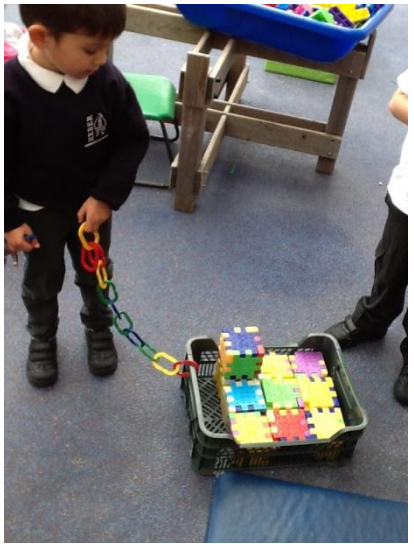

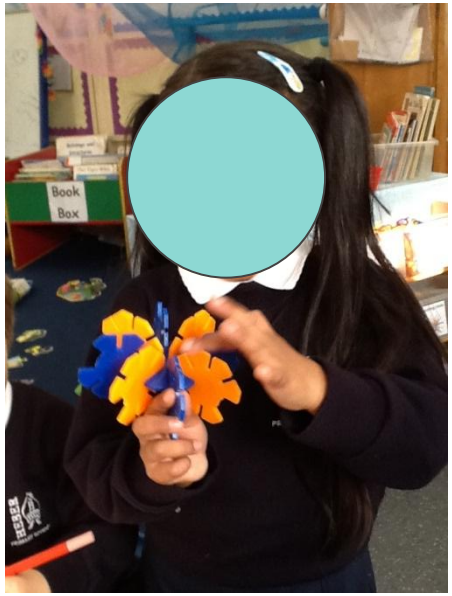
Book
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