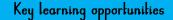


Maths: Spring - Can I introduce myself to an





- Develop their subitising (e.g. dice patterns) and counting skills
- Explore how numbers are made (composition) within 5
- Begin to identify missing parts for numbers within 5
- Explore the structure of the numbers of 6 and 7
- Continue to develop their understanding of the counting system
- Order numbers and play games using number tracks
- Join in with verbal counting beyond 20
- Recognise if two sets are equal or unequal
- See 2 equal groups as doubles
- Begin to connect quantities to numerals

Key vocabulary

- Subilise
- Count
- ❖ Equal
- Unequal
- Double \$\infty\$



Key Objectives

Reception

- ullet 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
- \checkmark 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

Useful websites/activities

White Rose Maths $-\ I$ minute Maths (free app) $-\ G$ reat for subitising practice

Topmarks - $\underline{www.topmarks.co.uk}$ - A variety of maths games online to play

Playing board games — especially games like snakes and ladders and involve counting in steps