Moorside Primary School
Maths EFYS Overview

Number – counting

Rote counting
-Rote count from 1
-Rote count on from a given number between 1 and 20
-Rote count back from 20 to 0
-Rote count back from a given number between 0 and 20
-Know what number comes before or after a given number
-Say a number between two given numbers

Counting objects
-Understand that counting is to find out how many
-Use one to one correspondence when counting
-Understand the last number said is the number in the set
-Count up to 20 objects, pictures, sounds and actions
-Understand and use conservation of number
-Use the word 'zero' to represent 'none'
-Compare two sets of different objects saying which set is more, fewer, same, equal
-Order three or more sets of objects
-State without counting (subitise) quantities within 5
-Make a sensible guess of quantities within 10

Count reliably with numbers from 1 to 20

Number-number sense

-Partition a set of objects in different ways using the terminology part - part - whole
-Understand that 'teen' numbers are a group of 10 plus another number
-Understand 20 is the same as two groups of 10
-Recognise repeating patterns in the counting sequence i.e. 6, 7, 8, 9 and 16, 17, 18, 19

Number- number recognition

-Recognise and identify numerals 0 to 20
-Select the numeral that represents a set of objects
-Order numerals 0 to 20

Count reliably with numbers from 1 to 20, place them in order.

Number- graphics

-Represent amounts in their own ways, explaining what they mean
-Represent and explain their thinking in their own ways
-Write numerals 0 to 20

Number- calculating

-Understand the concept of addition by practically combining sets of objects to find how many and use the terminology part – part – whole -
-Understand the concept of subtraction by practically removing one amount from within another to find how many are left and use the terminology part – part – whole
-Relate subtraction to addition in practical situations using the terminology part – part – whole
-Identify one more and one less than a given number
-Identify two more and two less than a given number
-Add two single-digit numbers totalling up to 10, using practical equipment
-Add two single-digit numbers totalling greater than 10, using practical equipment
-Subtract a single-digit number from a number up to 10, using practical equipment.
-Subtract a single-digit number from a number greater than 10, using practical equipment

Shape

-Use everyday language to talk about shapes in the environment
-Know that shapes can appear in different ways and be different sizes
-Build and make models with 3-D shapes
-Create patterns and pictures with 2-D shapes
-Name common 2-D shapes (circle, triangle, square, rectangle, oblong)
-Name common 3-D shapes (sphere, cube, cuboid, cone)
-Talk about shapes using mathematical language (straight, curved, sides, flat, solid)
-Sort shapes according to their own criteria

Explore characteristics of everyday objects and shapes and use mathematical language to describe them.

Space

-Understand and use positional language in everyday situations

Measurement

Distance
-Understand that measures of distance can have different names including length, width, height
-Understand and use language to compare two objects of different length/width, e.g. longer / shorter; wider / narrower
-Understand and use language to compare two objects of different height, e.g. taller / shorter
-Understand and use language of comparison when ordering three objects of different lengths/widths/heights, e.g. longest / shortest; widest / narrowest; tallest / shortest
-Find an object of similar length/width/height
-Understand the concept of the conservation of length/width/height
-Use uniform non-standard units to measure length/width/height

Weight
-Understand the measurement of weight (heavy/light)
-Understand and use language to compare two objects of different weight, e.g. heavier/lighter
-Understand the concept of conservation of weight
-Use uniform non-standard units to measure weight

Volume/capacity
-Understand the measurement of volume/capacity (empty/full/nearly)
-Understand and use language to compare two of the same container holding different amounts, e.g. more/less
-Understand and use the language of comparison when ordering three of the same container holding different amounts, e.g. most/least
-Understand the concept of the conservation of volume/capacity
-Use uniform non-standard units to measure volume/capacity

Money
-Understand that we need to pay for goods
-Talk about things they want to spend their money on
-Talk about different ways we can pay for things
-Recognise that there are different coins
-Recognise 1p coin
-Use 1p coins to pay for objects Time

Say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems involving doubling, halving and sharing.	-Understand and use ordinal numbers when describing position -Understand and use the language of movement/direction -Describe and recognise patterns made of objects, numbers and shapes -Create patterns made of objects, numbers and shapes **Use everyday language to talk about position. They recognise, create and describe patterns.**	-Talk about significant times of the day, e.g. home time, lunch time, snack time, bed time, etc. -Understand and use language – before, after, yesterday, today, tomorrow -Use the language of comparison when talking about time, e.g. longer/ shorter; faster/slower -Sequence two or three familiar events and describe the sequence -Know the names of the days of the week -Say the names of the days of the week in order **Use everyday language to talk about size, weight, capacity, distance, time and money to compare quantities and objects and to solve problems.**
Number- fractions	Statistics	
-Understand that sharing is splitting an amount into equal parts -Understand that halving is sharing into two equal parts -Understand that doubling is adding the same number to itself **They solve problems, including doubling, halving and sharing.**	-Sort objects and say what features they have in common	