

Maths - ELG Breakdown of progressive skills

Number- ELG

1- Have a deep understanding of number to 10, including the composition of each number

	3 & 4 year olds	Reception	ELG	Provisions	Link to Yr 1
Maths	Show 'finger numbers to 5'	Explore the composition of numbers to 10	Have a deep understanding of number to 10, including the composition of each number	Counting songs Different representations of numbers Counting objects (loose parts etc)	Identify and represent numbers using objects and pictorial representations Read and write numbers from 1 to 20 in numerals
	Link numerals and amounts to 5	Link the numerical symbol with its cardinal number value (numeral-value)			
	Say one number for each item	Count objects, actions and sounds			
	Recite numbers past 5				

2- Subitise (recognise quantities without counting) up to 5

	3 & 4 year olds	Reception	ELG	Provisions	Link to Yr 1
Maths	Fast recognition of up to 3 objects (subitise)	Subitise	Subitise (recognise quantities without counting) up to 5	Hiding and guessing games Dice skills Familiarisation with different number representations e.g. 10's frames	Identify and represent numbers using objects and pictorial representations
	Say one number for each item.	Count objects, actions and sounds			

3- 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

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	3 & 4 year olds	Reception	ELG	Provisions	Link to Yr 1
Maths	Solve real world maths problems with numbers up to 5	Recall number bonds to 10	Recall number bonds to 5	Mathematical problems Introduction of tens frames and visual representations to support understanding	Represent and use number bonds and related subtraction facts within 20 Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations
			Recall subtraction facts for number bonds to 5		
			Recall some number bonds to 10		
			Recall some doubles facts		

Numerical patterns- ELG

1- Verbally count beyond 20, recognising the pattern of the counting system

	3 & 4 year olds	Reception	ELG	Provisions	Link to Yr 1
Maths	Recite numbers past 5	Count beyond 10	Verbally count beyond 20	Counting games	Count to and across 100 Count, read and write numbers to 100 in numerals Read and write numbers from 1 to 20 in numerals
	Extend and create patterns Notice and correct errors in patterns	Continue, copy and recreate patterns	Recognise the pattern of the counting system	Counting throughout the environment Counting songs	

2- Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity

	3 & 4 year olds	Reception	ELG	Provisions	Link to Yr 1
Maths		Compare numbers			Given a number, identify

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	Make comparisons between objects relating to size, weight, length, weight and capacity	Compare length, weight and capacity	Compare quantities up to 10	Weighing and measuring stations using real world equipment	one more and one less
	Compare quantities using vocabulary: more, less, fewer, same	Understand the one more/ one less than relationship	Recognise greater than, less than and equal to	Sand and water play Real life comparison applications e.g. in the role play	Compare, describe and solve practical problems for: length, weight, capacity

3- Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.

	3 & 4 year olds	Reception	ELG	Provisions	Link to Yr 1
Maths	Talk about and identify patterns Extend and create patterns Notice errors in patterns	Continue copy and create repeating patterns	Explore and represent patterns within numbers up to 10	Real world mathematical problems Pattern work with colours, shapes etc. Number patterns- visual	Identify and represent numbers using objects and pictorial representations Recognise, find and name a half as one of two equal
	Experiment with symbols and marks as well as numerals Solve real world maths problems	Explore the composition of numbers to 10	Even and odd numbers Doubles facts Sharing		parts of an object, shape or quantity

Shape, Space and Measure

Note: There is no ELG requirement for SSM but it appears elsewhere within Development Matters 2020.

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	3 & 4 year olds	Reception	ELG	Provisions	Link to Yr 1
Maths	Talk about and explore 2D and 3D shapes using informal mathematical language		NO ELG REQUIREMENT	<p>Construction play</p> <p>Various construction kits to create models, nets, etc.</p> <p>Shape activities within the environment e.g. creating art with shapes, printing, junk modelling, painting etc.</p>	Recognise and name common 2-D and 3-D shapes
	Select shapes appropriately for building or creating pictures and models	Select, rotate and manipulate shapes in order to develop spatial reasoning skills			
	Combine shapes to make new ones.	Compose and decompose shapes- recognition that a shape can have shapes within it (just like a number)			

	3 & 4 year olds	Reception	ELG	Provisions	Link to Yr 1
Maths	Make comparisons between objects relating to length, size, weight and capacity	Compare length, weight and capacity	NO ELG REQUIREMENT	<p>Map work (linking to UW)</p> <p>Sand and water play with various tools and objects</p> <p>Stories related to journeys and position e.g. Rosie's Walk, Red Riding Hood etc.</p>	Compare, describe and solve practical problems for: Length Weight Capacity
	Understand position through words alone e.g. under, over, on top of etc. Discuss routes and locations.				