

	Summer 1	Summer 2
Number	<p>Show 'finger numbers' up to 5.  <i>Model on carpet. Finger gym for finger control. Games and rhymes.</i>                      Link numerals and amounts: <i>for example, showing the right number of objects to match the numeral, up to 5.</i>                      Recognise some numerals to 10.  <i>Order and play with numerals in messy play/out of doors etc.</i>                      Count up to ten objects, touching or moving each object as you count.  <i>Adult to model, use for lolly stick challenges and focussed maths.</i>                      Understand the words half and whole in practical situations.  <i>Choose half or whole fruit, model language in playdough etc.</i></p>	<p>Solve real world mathematical problems with numbers up to 5.  <i>Help with classroom tasks involving counting and calculating.</i>                      Count two groups and say how many altogether.  <i>Lolly stick tasks to find small totals by manipulating objects and counting. Registration tasks.</i>                      Take objects away from a group and say how many left.  <i>Lolly stick tasks to find small amounts by manipulating objects and counting. Registration tasks.</i>                      Share a small number between two people in snack time.</p>
Shape Space and Measures	<p>Know the different times of the day e.g. dinner time, hometime, playtime and what order they come in.                      Talk about shapes and use in pictures and models.  <i>Numicon boards, shape pictures, printing with shapes, making shapes from sticks/lines.</i>  <i>Play with clocks and timers. Know hands and numbers and o clock.</i>  <i>Use a timer to take turns, play with clock jigsaws and models.</i></p>	<p>3D shape, choose shapes for building and constructing.  <i>Use junk modelling and construction materials, indoors and outside to make structures and shapes for a purpose.</i>                      Know the language of money and use money in play.  <i>Role play with money. Paying for snacks and equipment.</i>                      Use comparative language accurately in play, both out of doors and indoors.  <i>Use positional language to describe routes and directions. Make maps and trails and give directions in play.</i></p>