

Yeadon Westfield Infant School

Nursery

Mathematics Curriculum

ACLIC: Amounts, Counting, Learn its,
Little Big Maths - Nursery Term 1 Planning

Amounts	Amounts compared 1	Uses any adjective
	Amounts are needed	Asks for more Understands not enough Understands too much
	Amounts change	Bigger, hotter, older, faster etc. Smaller, colder, younger, slower etc. Amount in a group increases Amount in a group decreases
	No amount (zero)	Understands gone Understands all gone
Counting	Saying numbers: 1 to 10	Says some familiar numbers
	Reading numbers: 1 to 10	Knows numbers exist
	Counting skills: 1:1 correspondence	Touches one body part at a time.
Learn its	My first flashcards (pictures)	Learn its with 1 flashcard Learn its with 2 flashcards Learn its with 3 flashcards Learn its with 5 flashcards I know my name
	My body learn its	I have 2 hands

Outer Numeracy
Little Big Maths - Nursery Term 1 Planning

Shape	Explore and draw	I can show awareness of shapes as I play.
	2D shapes	I know 2D shapes exist.
	Position and direction	I can "post" shapes.
Amounts	Amounts of distance	I can describe an object as tall or short.
	Amounts of mass	I can play with containers.
	Amounts of space	I can show an interest in containers when I play.
	Amounts of time	I understand now and later.
Explaining data	Diagrams and tables	I can sort a pile of objects.
Patterns	Pattern spotting	I notice patterns in pictures and stories.

ACLIC: Amounts, Counting, Learn its,
Little Big Maths - Nursery Term 2 Planning

Amounts	Amounts compared 1, 2 & 3	Big, long, hot, old, far, fast. Small, short, cold, young, near, slow. Bigger, hotter, older, further, faster. Smaller, colder, younger, nearer, slower. Biggest, hottest, oldest, furthest, fastest.
	Amounts are needed	Understands just right in <i>Goldilocks</i> story.
	Amounts change	Amount in a group doesn't change.
	No amount (zero)	Understands all gone.
Counting	Saying numbers: 1 to 10	Says 1, 2, 3
	Reading numbers: 1 to 10	Knows numbers exist
	Counting skills: When to count.	Finds own context. Given context.
	Counting skills: 1:1 correspondence	Can touch and say (e.g. "car") one object at a time (objects in a line). Can touch and say (e.g. "car") one object at a time (objects in a pile). Can touch and say (e.g. "car") one object at a time (taking objects from a pile).
	My body learn its	I have 1 head.

Outer Numeracy
Little Big Maths - Nursery Term 2 Planning

Shape	Explore and draw	I can show interest in shapes as I play.
	2D shapes 3D shapes	I know 2D shapes exist. I know 3D shapes exist.
	Position and direction	I can "follow some early "position talk". I can follow 1-step movement instructions.
Amounts	Amounts of distance	I can describe an object as tall or short.
	Amounts of mass	I can describe an amount of mass as heavy or light.
	Amounts of money	I can show an awareness of money.
	Amounts of temperature	I understand the word hot. I understand the word cold.
	Amounts of space	I can describe an amount of space.
	Amounts of time	I understand fast and slow.
Explaining data	Diagrams and tables	I can sort a pile of objects.
Patterns	Pattern spotting	I notice patterns in pictures and stories.

ACLIC: Amounts, Counting, Learn its,
Little Big Maths - Nursery Term 3 Planning

Amounts	Amounts compared 1, 2 & 3	Recognises lots. Recognises few. Recognises more than. Recognises less than. Recognises most. Recognises least.
	Amounts are needed	Understands just right in a range of contexts.
	No amount (zero)	Understands all gone.
Counting	Saying numbers: 1 to 10	Says 1, 2, 3, 4, 5
	Reading numbers: 1 to 10	Interested in familiar numbers.
	Counting skills: When to count.	Given context (and prompted). Given context (and sees for self). Finds own context (with purpose).
	Counting skills: Last number is the total	Repeats last word said. Plays with adult - repeats total when given. Plays with adult - repeats total.
	Counting skills: 1:1 correspondence	Picks out one object at a time from a pile.
	My body learn its	My hand has 5 fingers.

Outer Numeracy
Little Big Maths - Nursery Term 3 Planning

Shape	Explore and draw	I can explore symmetry in my play.
	2D shapes 3D shapes	I can use 2D shapes when I play/make. I know 3D shapes exist.
	Position and direction	I can "follow some early "position talk". I can follow 2-step movement instructions.
Amounts	Amounts of distance	I can describe an object as tall or short.
	Amounts of mass	I can describe an amount of mass as heavy or light.
	Amounts of money	I can play "shop"!
	Amounts of temperature	I understand the word hot. I understand the word cold.
	Amounts of space	I can describe an amount of space.
	Amounts of time	I understand fast and slow.
Explaining data	Diagrams and tables	I can record my sorting using mark making.
Patterns	Pattern spotting	I can copy simple patterns when clapping.