

### Numerical Pattern

#### Key vocabulary

- Square, circle, rectangle, triangle
- Corners (vertices)
- Straight
- Curved
- Flat
- Cube, sphere, cuboid
- Big / small / bigger / smaller / biggest / smallest
- Tall / taller / tallest / short / shorter / shortest
- Heavy / heavier / heaviest / light / lighter / lightest
- Full, fullest, empty, half-full, half-empty
- Stack

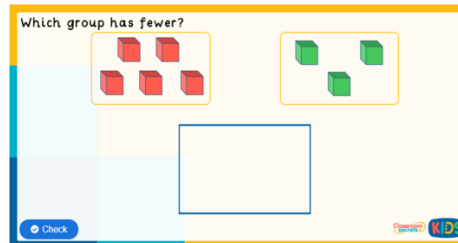
#### Key skills

- ✓ Talk about and explore 2D and 3D shapes, using mathematical language
- ✓ Select shapes appropriately, e.g. flat surfaces for building and combine shapes to make new ones.
- ✓ Make comparisons between objects, such as length and capacity.



#### Problem Solving

Look at these groups of objects. Which do you think has more/less? How do you know? How can you check?



#### How can you help at home?

- Encourage and extend mathematical vocabulary, e.g. describing shapes (flat, curved etc.)
- Encourage children to explain their thinking and reasons, e.g. why they think Object A is heavier than Object B. How do they know?
- Apply number skills and knowledge to problems, e.g. "Mummy has three, brother has four and you have one. How many altogether?"

### Number



#### Key vocabulary

- 1 - 10
- Adding
- Amount
- Take away
- Compare
- Problem
- Solve
- More than, fewer than, less than

#### Key skills

- ✓ Children will begin to solve real world mathematical problems, such as addition and subtraction.
- ✓ They will compare quantities and use the correct language to do this, e.g. "more than; fewer than".

#### Website to support

<https://www.topmarks.co.uk/>

^^ Lots of interactive games for children in EYFS (counting, ordering, naming shapes etc.)

#### Problem Solving

Shape Investigation

Which shapes stack? Which shapes roll? Can you explain why?

