## EYFS ELG 2022:

## Number ELG

Children at the expected level of development will:

- Have a deep understanding of number to 10 , including the composition of each number;
- Subitise (recognise quantities without counting) up to 5;
- 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.


## Numerical Patterns ELG

Children at the expected level of development will:

- Verbally count beyond 20 , recognising the pattern of the counting system;
- Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity;
- Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.

| Representations | Key Vocabulary | Key knowledge and vocabulary | Concrete \& pictorial Conceptual modelling | Abstract <br> Skills and knowledge | Application across the environment |
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|  ${ }^{6}$ <br> 1 5 | Layers of vocabulary <br> Appendix 1a <br> Beck's Tiers of <br> Vocabulary <br> Appendix 1b: <br> Vocabulary book <br> Basic to subject specific (Beck's Tiers): <br> Add, more, and, make, sum, total, altogether, double, how many more to | Number structure. Equality, inequality. Partitioning and recombing. <br> Subitising to 5.5 as an anchor. <br> Modelling the combining of sets, recognising that the quantity has increased. <br> Using counting strategies and subitising to identify the number of | Natural materials, physical objects and mathematical resources e.g. counters in all environments to count accurately. (cardinality). <br> To 10 and beyond. Pictures to show a quantity that can be counted then to 10 and beyond. | Represent a quantity by drawing or by using graphics. (using drawings to show a resource) <br> Mark making and graphics to represent numbers to 10 and beyond in their play. <br> Graphics and attempts at numerals in the correct orientation. | Malleable play: problem solving <br> 'Let's put 5 cherries on the cakes.' <br> 'How will you put your 5 candles on the two cakes?' <br> Role play: problem solving <br> Each shelf in the shop must have 5 or more items to sell. <br> How shall we arrange the items? |

EYFS Policy for Number \& Calculation

| $\begin{aligned} & 3+\square=6 \\ & 1+5=\square \\ & \square+0=6 \\ & 3+3=\square \\ & 5+\square=6 \\ & 6=6+\square \\ & 6=\square+5 \\ & 6=2+\square \\ & 6=\square+3 \\ & 6=\square+\square+3 \end{aligned}$ | make, how many are left, how many have gone? <br> One less, two less, ten less, the difference between odd and even. <br> Instructional vocabulary: Listen, join in, say, start from, look at, carry on, what comes next, find, chose, talk about, repeat, tell me, describe, complete | concrete/pictorial objects in the set | Resources that match a numeral to a quantity <br> Models of mathematical counting resources to show the more or fewer. Using a number track or line to show one more than a given number | Mark making and numerals to replicate the concrete and pictorial model. <br> Graphics and numerals to show the addition | Find items in the sand. 3 shells and 2 fish. How many items altogether? |
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| Counting in 2 s <br> Counting in 5 s | Layers of vocabulary <br> Appendix 1a <br> Beck's Tiers of Vocabulary <br> Appendix 1b: <br> Vocabulary book <br> Basic to subject specific (Beck's Tiers): <br> Add, more, and, make, sum, total, altogether, double, how many more to | Knowing that groups of the same quantity are added together. That is what makes a double. <br> The quantity divided into two equal groups. Halving. <br> Sharing and grouping. <br> Sharing is where you take a quantity and count out into how many equal groups you want. <br> Grouping is where you take the quantity and | Natural materials, physical objects and mathematical resources e.g. counters in all environments to double, share, group and half accurately. <br> Modelling and demonstrating groups of and shared quantities. <br> Showing that the quantity has increased | Represent a quantity by drawing or by using graphics. (using drawings to show a resource) <br> Graphics and numerals to show the double/halving/grouping and sharing used. | In small world play: <br> All the animals in the enclosures are doubles. How many lions will there be etc? <br> Doubles shop Everything in the shop has to be double. <br> Snack time How will we share the fruit so that we can have half each? |

## EYFS Policy for Number \& Calculation

| Double 10 is 20. | make, how many <br> are left, how many <br> have gone? <br> One less, two less, <br> ten less, the <br> difference between, <br> odd and even. <br> Equals, share, <br> groups of, halve and <br> half | make the groups (of <br> two, or three etc) | when doubled and <br> reduced when halved. |  |
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