



These statements show the typical level of development in Mathematics for the 2 year old children. The statements are benchmarked to enable teachers to assess the rate of learning and development and to plan next steps. They will also enable staff to track children's progress towards the end of year requirements. Shape, Space and Measure is included as children's development of space, measures and spatial awareness contributes significantly to mathematical development and learning. Throughout the year children will develop their learning through a mix of child-led and directed play activities.

Mathematics				
Number and Numerical Patterns				
During the 0-3 year old provision:				
•	I can notice changes in number of objects/images or sounds in groups of up to 3.			
•	I can develop an awareness of number names through my enjoyment of action rhymes and songs that relate to my experience of numbers.			
•	I have some understanding that things exist, even when out of sight.			
•	Combine objects like stacking blocks and cups. Put objects inside others and take them out again.			
•	Take part in finger rhymes with numbers.			
•	React to changes of amount in a group of up to three items.			
•	Compare amounts, saying 'lots', 'more' or 'same'.			
•	Counting-like behaviour, such as making sounds, pointing or saying some numbers in sequence.			
•	Count in everyday contexts, sometimes skipping numbers - '1-2-3-5.'			
•	Notice patterns and arrange things in patterns.			
End of 0-3 year old provision:				
•	I know that things exist, even when out of sight.			
•	I am beginning to organise and categorise objects (e.g. putting all the teddy bears together or teddies and cars in separate piles).			
•	I can say some counting words randomly.			
•	I can select a small number of objects from a group when asked (e.g. 'please give me two').			





Mathematics			
Shape, Space and Measure			
During the 0-3 year old provision:			
 I can recognises big things and small things in meaningful contexts. 			
 I can get to know and enjoy daily routines, such as getting-up time, mealtimes, nappy time and bedtime 			
Climb and squeezing selves into different types of spaces.			
Build with a range of resources.			
Complete inset puzzles.			
Compare sizes, weights etc. using gesture and language - 'bigger/little/smaller', 'high/low', 'tall', 'heavy'.			
End of 0-3 year old provision:			
 I can attempt, sometimes successfully, to fit shapes into spaces on inset boards or jigsaw puzzles. 			
 I can use blocks to create my own simple structures and arrangements. 			
I can fill and empty containers.			
I can associate a sequence of actions with daily routines.			
 I am beginning to understand that things might happen 'now.' 			





POSSIBLE TOPIC RELATED ACTIVITIES AND PLAY-BASED LEARNING TO DEVELOP MATHEMATICAL SKILLS

AUTUMN TERM	SPRING TERM	SUMMER TERM
AUT 1: IT'S GOOD TO BE ME	SPRING 1: WHAT SHALL I WEAR?	SUMMER 1: WHAT'S GROWING?
Number rhymes and songs	Number rhymes and songs – 5 little snowmen etc	Number rhymes and songs – 5little flowers etc.
Counting fingers and body parts	Counting fingers in gloves, buttons on snowman etc.	Jack and the Beanstalk – filling pots with beans.
How many people live in your house?	Matching patterns on mittens/scarves.	Counting numbered leaves as they jump/climb up the
The Three Pigs – counting to 3/subitizing 3	Explore sequencing actions – eg. Getting dressed.	beanstalk. How many leaves are there?
Building houses with a range of resources.	Prepositions – Polar Bear, Polar Bear where are you?	Comparing different lengths of plants/beanstalks.
Comparing size – bigger, taller etc.	Ice shapes – exploring different shapes through ice	Sorting and counting seeds.
Matching objects to people to see if there is enough.	The Gingerbread Man – counting buttons, and using	Compare amounts of seeds/flowers – using the
Autumn – collecting and sorting natural objects	maths to bake gingerbread men using simple recipes	vocabulary of 'lots/more/the same'
Counting leaves, conkers, acorns etc.	Playdough – make a big/small gingerbread man.	'Ten Seeds' – use the story to practice counting.
Sharing conkers, subitizing,	Chinese New Year – snakes/dragons – order by size	Exploring sequencing – how to grow a plant.
Comparing sizes of leaves/sticks etc.	Ordinal numbers – who came 1 st , 2 nd , 3 rd in the race?	Measuring using hands/feet.
Making patterns using Autumn objects.	Exploring filling and emptying containers using rice.	How tall are you? Comparing height with friends.
		Comparing shoe sizes.
AUT 2: BLAST OFF!	SPRING 2: SPRINGTIME AT THE FARM/PETS	SUMMER 2: LET'S GO WILD
Number rhymes and songs about space/rockets	Number rhymes and songs – 5 Little Ducks etc.	Number rhymes and songs – 5 Little Monkeys etc.
5 Little Men in a flying saucer etc.	Baa Baa Black sheep – counting 3 bags of wool.	Sorting and counting animals in the jungle.
Counting forwards and backwards.	Exploring 2D shape using tractors – shape pictures	Looking at pattern – stripes/spots
Making rockets – developing vocabulary of shape.	Sorting and counting farm animals.	Comparing size of animals.
Using 3D shapes/junk modelling to make rockets.	Milking cows – filling bottles with 'milk'	Classifying and sorting dinosaurs using different
Building with a range of resources – space craft/aliens	Feeding the animals – using scoops of corn to fill	vocabulary. – big/small/ long/short
Developing language of preposition – up,down,	containers.	Play 'dotty dinosaurs' – colour matching game.
Aliens Love Underpants – looking at different	Counting how many scoops as they feed the animals.	Find dinosaurs that are 'taller/shorter/the same'
patterns (spotty, stripy, etc.)	How many eggs in the nest? Using egg boxes as 10	'We're going on a dinosaur hunt' – simple
Bonfire Night – counting fireworks	frames or for subitizing.	prepositions (in, on, under)
Sequencing the day	Favourite Pet? - Making tally/charts of favourite pets.	Explore sound patterns using 'jungle drums'
Christmas counting activities	Pet/farm inset jigsaw puzzles.	Jungle animal inset jigsaw puzzles.
Matching/sorting shapes of presents		Build jungle dens to hide in. Explore special