

## Numerical Pattern

### Key vocabulary

- Square, circle, rectangle, triangle
- Corners (vertices)
- Straight
- Curved
- Flat
- Cube, sphere, cuboid
- Route
- Map
- Direction
- Location
- Position
- Next to; under; above; below; on; near; opposite; between
- Near / far

### Key skills

- ✓ Name, describe and select shapes appropriately, e.g. flat surfaces for building and combine shapes to make new ones
- ✓ Discuss routes, maps and locations



### Problem Solving

How can we get there? Plan your route.



### How can you help at home?

- Look for numerals when you are on your travels, e.g. door numbers, car registrations etc.
- Encourage children to explain their thinking and reasons, e.g. "You need to keep walking because the shop is a little bit further."
- 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
- Numeral

### Key skills

- ✓ Children will begin to solve real world mathematical problems, such as addition and subtraction.
- ✓ Count, recite and link numerals to amounts

### Website to support

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

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

### Problem Solving

Can you match the correct numeral to the amount?

