



ST. ALBAN'S CATHOLIC PRIMARY SCHOOL

Maths

PROGRESSION OF SKILLS

Behaviour	Number	Shape/Pattern	Measures	Resources to Facilitate Play
Extended skill	Move or touch objects to count them Count objects that cannot be touched Count objects that cannot be seen e.g. sounds/claps Give a specified number from a larger group Subitise when in an irregular pattern Recognise numerals to 10	Intentionally select a shape for a purpose e.g. A cylinder because it rolls Talk about the properties of 2D and 3D shapes Can identify a variety of 2D and 3D shapes Makes shape pictures without a template Spot an error in a pattern and correct	Can use balance scales to determine which is heavier or lighter Beginning to measure items using nonstandard units (cubes, paperclips, handprints) Can order 3 objects by size	Counting objects 2D shapes 3D shapes Balance scales Rulers Measuring cylinders/jugs Subitising images Plastic numerals Dice Different number representations
Developing skill	Say one number name for each object (one to one correspondence) Give someone a specified number of objects Subitise when in a regular pattern e.g. dice Recognise numerals to 5 Recognise different number representations	Can spot real life shapes in the environment that match shapes within their play Can name basic 2D shapes (square, circle, rectangle, triangle) Comments on shapes of objects during play Makes shape pictures with a template Create an ABABAB pattern	Explore balance scales/rulers/measuring tapes/measuring cylinders within play Can use full and empty to describe capacity Can use small/ big and tall/short to describe size Can you long and short to describe length	Counting objects 2D shapes 3D shapes Balance scales Rulers Measuring cylinders/jugs Subitising images Plastic numerals Dice Different number representations
Emerging skill	Say number names to count objects, not necessarily in the right order Can use number language within play Beginning to recognise some numerals Represent numbers on fingers	Select and rotate shapes to fit in a given space Explore/play with shapes to build towers and make pictures Can find two shapes that are the same Continue a pattern that has been started	Direct comparison of 2 objects Use of some language within play	Counting objects 2D shapes 3D shapes Balance scales Rulers Measuring cylinders/jugs Subitising images Plastic numerals Dice Different number representations

