

# Maths

## Data Handling

### Emergent Skills

#### P8 - ESF Phase 1 & 2

Respond to information that is clearly recorded (pictorial information) by answering simple questions.

Organise/record pictorial data on simple charts/tables where one symbol represents one unit e.g. pictograms, block graphs.

Record simple sorting activities using pictorial representation on simple diagrams e.g. Venn, Carroll.

Understand the use of lists (pictorial) within practical contexts e.g. use money to shop in the supermarket.

Use the collecting and organising of information to solve simple problems.

Respond to the information they have collected by answering simple questions.

## Pattern and Function

### Emergent Skills

#### P8 - ESF Phase 1 & 2

Create a simple pattern using a range of given resources.

Continue 3 step sequence pattern.

Play games using dice with spots.

Complete a 10 piece puzzle.

Name objects as same or different.

Use number labels to the value of 10 to count objects/actions within everyday situations.

Estimate that they need more/less of an object/material in order to match a given quantity.

Identify if 1 object costs more than another using and recognising simple coins Describe orally how a problem was solved using practical exemplars of addition and subtraction for instance.

Identify the common elements of patterns, for instance all flat.

Begin to use comparative language.

Use ordinal numbers in a range of activities.

Use mathematical vocabulary in role play.

Find different ways to tackle a task.

Use drawing to represent information.

## Shape and Space

### Emergent Skills

#### P8 - ESF Phase 1 & 2

Name the 2-D shapes square, circle, triangle, rectangle.

Begin to describe the properties of shapes e.g. flat, curved, solid.

Identify shapes in the environment / real life activities e.g. my plate is round, the one dollar coin is a circle.

Create pattern / pictures using 2-D shapes

Construct with 3-D shapes

Sort 3-D objects.

Sort shapes according to properties e.g. has more than 3 corners.

Make shapes from pliable material.

Identify and describe 3D shapes in the environment e.g. "The washing machine is a cuboid with circle door".

Use vocabulary "between, in front of, in the middle, next to" to describe position.

## Measurement

### Emergent Skills

#### P8 - ESF Phase 1 & 2

Use a range of apparatus to measure weight with adult support.

Begin to use standard measures of volume with adult support e.g. ounces, liters, cups.

Begin to use standard units to measure length and height.

Begin to use standard measures of time e.g. digital and analog clocks.

Use familiar words in practical situations when comparing sizes/weights/lengths e.g. heavy, light, long, short.

Compare the capacity of two containers using the vocabulary of volume – more, less, the same.

Compare two everyday objects by size i.e. uses vocabulary bigger, smaller, the same.

Begin to order objects by height using direct comparison.

Use simple time vocabulary e.g. playtime, dinner time, home time.

Use simple money vocabulary e.g. how much, coin and note names, pay, buy, cheaper, expensive.

Order events in their day on a visual daily timetable.

Understand and use names of the days of the week.

## Number

### Emergent Skills

#### P8 - ESF Phase 1 & 2

Join in rote counting to 15.

Count objects reliably to 10 including objects placed randomly e.g., coins, sweets.

Recognise 0 as "none".

Recognise numbers 0-10 1-9.

Order numerals to 10.

Put out objects to 10.

Write numbers to 5.

Estimate objects with a degree of accuracy.

Combine two small sets and count the total with adult prompts.

Take away a number of objects from a set and count the remainder with adult prompts.

Begin to use ordinal numbers e.g. 1st 2nd 3rd.

From a given number to 5, find the number before/after.

Begin to record numbers 0 - 10.

Begin to use the vocabulary "add" and "take away" in practical situations.

Compare two sets of objects to 10 and point to the set that is bigger/smaller.

Join in rote counting to 20.

Recognise that the number of objects in a set is not affected by their size or position.

Use objects to do addition and subtraction to 10.