Number- Nursery Goals

1- Strong understanding of numbers to 5
2- Noticing and commenting on patterns in the environment and other places e.g. books
3- Able to compare quantities using the correct mathematical vocabulary

	Baseline (On Entry- Age 3)	Point 1	Point 2	End of Nursery "Goals"
Numbers to 5	I can count in my play (sometimes I miss numbers)	I can recite numbers to 5 and beyond	I can say one number name for each item I can show 'finger' numbers to 5	I can count, order, recognise and use numbers to 5
Subitise	I can react to changes in amounts e.g. hiding and returning rhymes- two dicky birds	I am starting to subitise up to two	I can see 3 in different ways (through different manipulatives e.g. 3 sticks as a row/ triangle/ on top of each other) and recognise it without counting	I can subitise up to 3 objects (recognise up to 3 objects quickly without counting)
Comparing	I can compare sizes using some gesture and language e.g. bigger, longer, taller, smaller, etc.	I can make comparisons between objects- size, length, weight and capacity	I can make comparisons between quantities	I can compare quantities using the vocabulary of greater, less, more, fewer and the same

Numerical Patterns- Nursery Goals

1- Explain, continue and create patterns
2- Sequencing events using time language
3- Talk about and explore 2D and 3D shapes

	Baseline (On Entry- Age 3)	Point 1	Point 2	End of Nursery "Goals"
Numerical Patterns	I can notice patterns and arrange things in patterns	I can spot patterns and talk about them e.g. stripes on a scarf	I can extend a pattern that has been made I can create my own simple patterns (ABAB)	I can talk about patterns and spot errors I can continue and create patterns
Sequencing and patterns of time (note not an ELG)	I can react to changes in amounts e.g. hiding and returning rhymes- two dicky birds	I can start to use vocabulary to describe the time of day that things happen e.g. day, afternoon, evening, etc.	I can start to talk about upcoming events e.g. Birthdays and then talk about what happened after the event	I can sequence a pattern of events using time language e.g. first, next, then.
Shape and Space (note: not an ELG)	I can combine shapes and objects e.g. stacking blocks/ cups	I can use shapes for building thinking about their properties e.g. flat sides for stacking	I can combine shapes to make new ones e.g. a bridge/ arch, bigger square, etc.	I can talk about 2D and 3D shapes (using informal vocab e.g. sides, straight, round, flat)