



EDWARD WILSON
PRIMARY SCHOOL

Maths Knowledge Organiser

- Nursery

Develop fast recognition of up to 3 objects, without having to count them individually ('subitising').	Solve real world mathematical problems with numbers up to 5.	Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc.
Recite numbers past 5.	Compare quantities using language: 'more than', 'fewer than'.	Combine shapes to make new ones – an arch, a bigger triangle etc.
Say one number for each item in order: 1,2,3,4,5.	Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'.	Talk about and identifies the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs' etc.
Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').	Understand position through words alone – for example, "The bag is under the table," – with no pointing.	Extend and create ABAB patterns – stick, leaf, stick, leaf.
Show 'finger numbers' up to 5.	Describe a familiar route.	Notice and correct an error in a repeating pattern.
Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5.	Discuss routes and locations, using words like 'in front of' and 'behind'.	Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...'

Experiment with their own symbols and marks as well as numerals.	Make comparisons between objects relating to size, length, weight and capacity.	
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