



Petersfield Infant School
EYFS Maths Aspiration

Why this curriculum aspiration:

This cohort of children would benefit from developing their resilience and problem solving skills, learning to work collaboratively with their peers and developing their vocabulary.

This also meets the needs of ...

(names of target children)

Areas of Learning

PSED
PD – Gross Motor
C&L
Maths
Literacy
UTW – Past and Present
EAD

Key Texts

I Really Want to Win, Simon Sock (pairs),
The Shopping Basket (memory), Jack and the Beanstalk (track)

Key Experiences

Traditional games day, family games afternoon, Games Day' (playing our games with our peers)

Autumn Term	Listen carefully and follow simple instructions for how to play a game, with adult support	Play games and ask adults or peers questions for clarification	Talk about their feelings and explain why they feel that way	Learn strategies to self-regulate their emotions when things do not go as planned	Engage with games and activities alongside or with friends	Be kind when playing together			
	Play adult-led phonics games	Spring Term	Explain to others how to play familiar games	Play games in groups - listen to peers and discuss the activity	Take turns with their peers, with little or no adult support	Be confident to take part in games with different children	Consider the feelings of others when playing together	Take turns whilst playing games, with adult support	
Begin to subitise within 5	Read simple rules for how to play games	Summer Term	Practise counting beyond 20	Write simple rules for how to play own game—writing books	Explain how to play their game and clearly articulate the rules, taking the listener into account	Celebrate the achievement of others and be happy for peers if they win a game	Play simple, adult-led physical games (e.g. Duck, Duck, Goose)	Engage with a range of different physical resources and explore climbing apparatus	
		Practise counting 20-0							
Practise counting 0-10	Double numbers to 10	Practise counting 20-0	Order sets of objects linking knowledge to the ordinal number system	<p>Aspiration: Pupils will create, explain and model how to play a game, inside or outside, using resources of their choice and will be able to articulate some simple rules and say who the winner is.</p>			Persevere when challenges arise and always try their best (SCARF)	Follow rules to play physical games (e.g. beanbags and numbered hoops)	Play throwing & catching games, with adult support
Sing counting songs & nursery rhymes	Practise counting 0-20 and beyond	Practise counting 10-0	Explore the composition of numbers to 10 (number bonds)	Apply maths knowledge to create own game with rules	Design and create own resources for maths games if needed	Compare traditional games with newer, more modern games (e.g. Pop Up Pirate)	Follow rules to play team games with peers	Play adult-led 'old fashioned' playground games (e.g. What's the Time Mr Wolf?)	
									Play maths games with their peers
Play a range of simple maths games, with adult support	Explore the composition of numbers to 5, then numbers to 10 (addition and subtraction facts)		Apply maths knowledge to create own game with rules	Design and create own resources for maths games if needed	Compare traditional games with newer, more modern games (e.g. Pop Up Pirate)	Follow rules to play team games with peers	Persevere when challenges arise and always try their best (SCARF)	Play traditional board games (e.g. snakes and ladders)	Explore traditional games (e.g. marbles, dominoes etc.)
	Explore number patterns — odd & even								
Compare size, mass and capacity	Explore pattern	Copy, continue and create simple patterns	Explore 2D shapes: circles and triangles	Begin to use positional language					
					Explore number patterns — odd & even	Explore 2D shapes: circles and triangles	Begin to use positional language		

Continuous Provision Areas: loose parts, math shelves, small world, block play, outdoor physical area, message centre, making area

Key:

Communication and Language	Physical Development	Personal, Social and Emotional Development	Literacy	Mathematics	Understanding the World	Expressive Arts and Design
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