

## EYFS Maths Milestones

	Milestone 1 (end of Term 1)	Milestone 2 (end of Spring 1)	Milestone 3 (end of year)
<b>Counting</b>	<ul style="list-style-type: none"> <li>Verbally counts with separate words but not necessarily in the correct order</li> <li>Verbally counts to ten with some correspondence with objects</li> <li>May point to objects to count a few items but then loses track</li> </ul>	<ul style="list-style-type: none"> <li>Keeps one to one correspondence for small groups of objects in a line</li> <li>Answers 'how many?' by counting again</li> <li>Accurately counts to five and can answer 'how many?' by using the last number (e.g. one, two, three, four. There are four).</li> <li>Is beginning to demonstrate cardinality.</li> <li>Can count to ten and may write or draw the numeral 5.</li> </ul>	<ul style="list-style-type: none"> <li>Counts objects up to five.</li> <li>Shows a group of four objects.</li> <li>Counts structured arrangements to ten.</li> <li>Draws or writes numerals to ten.</li> <li>Accurately counts a line of objects and says how many.</li> <li>Says what comes before or after a number by counting up from one.</li> <li>Counts beyond twenty.</li> </ul>
<b>Number sense</b>	<ul style="list-style-type: none"> <li>Subitises up to three or four objects quickly.</li> <li>Identifies first and second.</li> <li>Matches numeral to quantity up to five.</li> <li>Can place numeral cards in order up to five.</li> </ul>	<ul style="list-style-type: none"> <li>Subitises to five in familiar arrangements</li> <li>Identifies first to fifth</li> <li>Can place numbers on a blank number line to ten</li> </ul>	<ul style="list-style-type: none"> <li>Subitises to six in familiar and non familiar arrangements, describing what they see and how they see it</li> <li>Identifies first to tenth</li> <li>Can place numbers on a blank number line to 20</li> <li>Can place numbers on a vertical number line, including 0</li> </ul>
<b>Pattern</b>	<ul style="list-style-type: none"> <li>Recognises, describes and builds A B repeating patterns (A B A B A B)</li> <li>Fills in a missing element of an AB pattern</li> <li>Duplicates an A B pattern when the model is close by</li> </ul>	<ul style="list-style-type: none"> <li>Recognises, describes and builds more complex patterns e.g. A A B, A B C and A B B C.</li> <li>Fills in the missing element of a pattern.</li> <li>Extends a pattern if it ends with a whole unit within the pattern.</li> </ul>	<ul style="list-style-type: none"> <li>Can translate patterns by using new materials or actions to represent a pattern</li> <li>Recognises core units of a pattern e.g. cube, circle, triangle is a unit within a pattern</li> <li>Is able to extend a pattern even if it ends in a partial unit</li> <li>Creates their own patterns</li> </ul>
<b>Number operations (Addition and Subtraction)</b>	<ul style="list-style-type: none"> <li>Finds answers to 'result unknown' problems up to five by counting with objects e.g. 'you have two books and get one more.'</li> <li>Matches sets by lining them up with 1:1 correspondence</li> <li>Knows a whole is bigger than the parts but may not accurately quantify each</li> </ul>	<ul style="list-style-type: none"> <li>Finds answers to 'result unknown' problems up to ten by counting with objects.</li> <li>Solves subtraction problems by separating objects.</li> <li>Compares by counting with groups up to five.</li> <li>Quickly names parts of a set up to six.</li> </ul>	<ul style="list-style-type: none"> <li>Counts on from the first set rather than counting the whole</li> <li>Beginning to solve 'change unknown' problems with manipulatives</li> <li>When subtracting, counts back from first number, keeping track of counts</li> <li>Compares larger sets by counting, identifies more or less</li> <li>Can compose and decompose numbers to 10.</li> </ul>

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	Milestone 1 (end of Autumn 1)	Milestone 2 (end of Spring 1)	Milestone 3 (end of year)
<b>Number operations</b> (Multiplication and Division)	<ul style="list-style-type: none"> <li>Shares by dealing out a group of objects between two people.</li> <li>Engages in rhythmic counting e.g. one two one two.</li> </ul>	<ul style="list-style-type: none"> <li>Makes small equal groups (up to six) in the context of sharing fairly.</li> <li>Skips one to one counting, saying 'two, four, six'</li> </ul>	<ul style="list-style-type: none"> <li>Solves sharing problems using concrete objects up to 20 and between two and five people.</li> <li>Solves small number multiplication problems by sorting objects into small groups.</li> </ul>
<b>Finger gnosis</b>	<ul style="list-style-type: none"> <li>Uses fingers during fine motor skill activities</li> <li>Takes part in finger rhymes.</li> </ul>	<ul style="list-style-type: none"> <li>Identifies different fingers especially in songs like 'Peter Pointer' and 'Baby Small.'</li> <li>Matches finger symbols to collections of objects.</li> </ul>	<ul style="list-style-type: none"> <li>Shows numbers with fingers.</li> <li>Follows lines on a maze with different fingers.</li> </ul>
<b>Sets</b>	<ul style="list-style-type: none"> <li>Recognises and identifies objects that are alike e.g. red objects.</li> <li>Sorts by using a single attribute e.g. 'I picked out all the heart shaped pieces.'</li> </ul>	<ul style="list-style-type: none"> <li>Uses binary sorting: dividing a collection into two groups, ones with a specific attribute and ones without.</li> <li>Comes up with own criteria for sorting.</li> </ul>	<ul style="list-style-type: none"> <li>Uses multiple set sorting by focusing on different attributes e.g. red gloves and mittens can become large red gloves and large red mittens.</li> <li>Compares and orders sets by using specifically mathematical attributes e.g. the set that has the most (quantity).</li> </ul>
<b>Measurement</b>	<ul style="list-style-type: none"> <li>Identifies length, weight and capacity as attributes</li> <li>Explores differences in size, weight and length</li> <li>Compares capacity of two containers by pouring</li> <li>Understands recent past and future.</li> <li>Is beginning to anticipate times of the day e.g. lunch, home.</li> <li>Describes length or height measurement as big or small.</li> </ul>	<ul style="list-style-type: none"> <li>Makes comparisons between objects relative to size, length, weight and capacity.</li> <li>Physically aligns two objects to see which is longer.</li> <li>Packs cubes into a box in an organised way.</li> <li>Can order up to five objects by length</li> <li>Uses 'than' to compare objects</li> <li>Remembers the sequence of events in a book or real life</li> <li>Uses non-standard measuring tools</li> </ul>	<ul style="list-style-type: none"> <li>Describes measurable attributes of objects</li> <li>Enjoys predicting and discussing comparisons of attributes</li> <li>Understands fairness and accuracy</li> <li>Uses a variety of measuring tools</li> <li>Compares the length of two objects by using a third object</li> <li>Estimates how many cubes will fill a space</li> <li>Sequences and orders events</li> <li>Is beginning to use a timer and a calendar</li> <li>Uses an increasing amount of measurement vocabulary.</li> </ul>

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	Milestone 1 (end of Term 1)	Milestone 2 (end of Spring 1)	Milestone 3 (end of year)
<b>Shapes</b>	<ul style="list-style-type: none"> <li>• Uses names of 2D shapes as labels</li> <li>• May physically rotate shapes to match a prototype shape</li> <li>• Uses everyday language for 3D shapes e.g. ball or block</li> <li>• Is beginning to see shapes in the environment e.g. a house is a square with a triangle roof.</li> <li>• Uses blocks to build structures.</li> </ul>	<ul style="list-style-type: none"> <li>• Is beginning to use attributes to describe shapes</li> <li>• Recognises corners</li> <li>• Describes 3D shapes using 2D names e.g. a cuboid as a rectangle</li> <li>• Recognises edges and sides</li> <li>• Can make a picture using 2D shapes</li> <li>• Can build structures with arches, roofs and gaps for windows</li> </ul>	<ul style="list-style-type: none"> <li>• Uses attributes to identify some unusual shapes</li> <li>• Recognises most familiar shapes</li> <li>• Ignores the orientation of shapes when identifying them</li> <li>• Describes the faces on a 3D shape</li> <li>• Names some common 3D shapes e.g. a sphere or a cube.</li> <li>• Puts 2D shapes together to make part of a picture.</li> <li>• Builds more complex structures</li> </ul>
<b>Spatial relationships</b>	<ul style="list-style-type: none"> <li>• Responds to and uses some spatial language</li> <li>• Walks different routes and points out landmarks</li> <li>• Uses trial and error to move and rotate objects to fit spaces</li> </ul>	<ul style="list-style-type: none"> <li>• Describes the position of an object</li> <li>• Follows/gives verbal directions to find something using spatial language</li> <li>• Follows a simple map</li> </ul>	<ul style="list-style-type: none"> <li>• Describes where an object is using spatial language</li> <li>• Follows a sequence of directions</li> <li>• Plans and discusses different routes</li> <li>• Rotates and flips objects to make shapes flip, using spatial reasoning</li> <li>• Enjoys making simple maps</li> </ul>
<b>Data</b>	<ul style="list-style-type: none"> <li>• Recognises and identifies objects that are alike</li> <li>• Sorts by using a single attribute e.g. colour, shape or function</li> <li>• Interprets a realia graph by saying which has more or less.</li> </ul>	<ul style="list-style-type: none"> <li>• Sorts objects by a single attribute and is able to say how many</li> <li>• Interprets a realia graph and pictogram with some adult guidance</li> </ul>	<ul style="list-style-type: none"> <li>• Sorts objects for a reason</li> <li>• Creates realia graphs and pictograms</li> <li>• Can say which has more and which less on a bar graph</li> <li>• Makes labels for a graph</li> </ul>