

NUMERACY Curriculum Map - Northway School

Number				
	Sensory exploration (P1-3ii)	Emerging knowledge (P4-5)	Developing knowledge (P6-7)	Extending knowledge (P8+)
What I will learn or do	<ul style="list-style-type: none"> Exploring objects Exploring numicon shapes Exposure to number songs and rhymes Exposure to numerals 	<ul style="list-style-type: none"> Begin to participate in number songs and rhymes Matching numerals to identical Participate in counting activities Makes groups of one or lots Matching numicon 	<ul style="list-style-type: none"> Count reliably to 10+ Sequence numerals to 10 Sequence numicon Demonstrate one to one correspondence Count an amount of objects to 10 Label an amount of objects with numeral Begin to show understanding of 'more' & 'less' 	<ul style="list-style-type: none"> Count and sequence numbers beyond 20 Consistently relate numeral to amount Compare two amounts Understand one more & one less Number bonds to 10 Simple addition and subtraction Use ordinal numbers
Suggestion of activities	<ul style="list-style-type: none"> Number toys Stacking cups Numicon in sensory materials Nursery rhymes and songs on IWB or in circle time using props 	<ul style="list-style-type: none"> Number puzzles Number mats during circle time songs Matching and sorting games Busythings and other interactive games on IWB Giving out items or objects during snack etc Magnetic number games 	<ul style="list-style-type: none"> Pointing to and counting out objects Hand out items for lessons - correct amount/give one too many/one less Labelling worksheets Tasks within class e.g. label amount of pens in pot Use numicon & numerals to label amounts Dice games 	<ul style="list-style-type: none"> IWB & iPad games Board games Worksheets Numicon activities Cubes and counters

Money				
	Sensory exploration (P1-3ii)	Emerging knowledge (P4-5)	Developing knowledge (P6-7)	Extending knowledge (P7+)
What I will learn or do	<ul style="list-style-type: none"> Handle different coins Go to the shops with an adult Exchanging items with support 	<ul style="list-style-type: none"> Exchange a coin for an item Sort coins by 2 colours Match coins to identical Pay for an item at a shop with full support 	<ul style="list-style-type: none"> Recognise some coins Count up to 5, 1p coins Match coins to photos Pay for an item at a shop with some support 	<ul style="list-style-type: none"> Recognise different coins To make an amount using 1p's Know that 10p can be made using different coins To pay for an item at a shop
Suggestion of activities	<ul style="list-style-type: none"> Play with and explore coins Hide coins in different sensory materials Posting coins into piggy banks Exploring different shops with full adult support 	<ul style="list-style-type: none"> School shop Sorting and matching activities Visits to local supermarkets, visit checkout 	<ul style="list-style-type: none"> Matching, sorting and sticking exercises IWB games Place 1p coins onto numicon spaces to recognise amounts Shop role play games - using tills etc School shop 	<ul style="list-style-type: none"> Shop role play games using real coins or numicon School shop IWB games Numicon activities to relate to amount Worksheets

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Comparative Measure				
	Sensory exploration (P1-3ii)	Emerging knowledge (P4-5)	Developing knowledge (P6-7)	Extending knowledge (P7+)
What I will learn or do	<ul style="list-style-type: none"> • Explores objects with different weights • Explores different lengths of objects • Explores objects with different textures and temperatures 	<ul style="list-style-type: none"> • Match objects by size • Sorts big/small • Compare size of objects where there is a marked difference • Use a variety of containers for pouring and scooping • Explore position of objects 	<ul style="list-style-type: none"> • Uses some comparative language appropriately • Group objects with similar characteristics • Begin to use non-standard measurements • Understand some of positional language 	<ul style="list-style-type: none"> • Use a range of comparative language • Use non-standard measurements • Begin to use standard measures
Suggestion of activities	<ul style="list-style-type: none"> • Bags with different weight items inside • Water play • Sand play • Sensory toys/objects • Parachute activities • Ribbons and scarves 	<ul style="list-style-type: none"> • Stacking cups • Size inset puzzles • Nesting toys e.g. Russian dolls • Ring and post toys • Sensory play using different materials e.g. sand • Goldilocks and the 3 bears story & related activities • Requesting/PECS activities to ask for big/small items • Simple positional language games 	<ul style="list-style-type: none"> • Role play games • Sorting and organising games • Size bears • Numicon - exploring size, use to measure • Measure things using footsteps, handprints, numicon, syringes etc • Positional language games with objects or the body e.g. in PE 	<ul style="list-style-type: none"> • Use rulers, meter sticks, measuring tapes • Measure height, foot size, furniture, room size etc • Measuring cups, jugs, scoops • Weighing scales - use objects, numicon, in cooking

2D & 3D Shapes				
	Sensory exploration (P1-3ii)	Emerging knowledge (P4-5)	Developing knowledge (P6-7)	Extending knowledge (P7+)
What I will learn or do	<ul style="list-style-type: none"> • Explore different tactile shapes • Explore familiar objects of different shapes e.g. oranges & balls or cereal boxes & duplo blocks 	<ul style="list-style-type: none"> • Match shapes to identical • Sort simple familiar shapes into a form board • Match objects of a specific, familiar shape to a shape symbol 	<ul style="list-style-type: none"> • Name some 2D & 3D shapes • Sort different 2D shapes • Sort different 3D shapes • Make simple shapes using different materials • Pick out shapes from a selection • Tracking & drawing simple shapes 	<ul style="list-style-type: none"> • Name and describe shapes using names of shapes and different descriptive mathematical language e.g. curved, straight • Describe shapes using number of sides and corners • Find shapes from a collection using different attributes e.g. all the round objects, objects with straight sides • Sort 2D & 3D shapes • Draw and make a range of shapes using different mediums
Suggestion of activities	<ul style="list-style-type: none"> • Find shapes in sensory materials • Shape sensory bins • Shape art i.e. sponges, balloons 	<ul style="list-style-type: none"> • Shape sorting toys • Shape inset puzzles • Printing activities 	<ul style="list-style-type: none"> • Make 2D shapes using playdough & playdough mats • IWB & ipad games • Shape stencils, tracing paper activities etc • Nesting shape puzzles 	<ul style="list-style-type: none"> • Find shapes in pictures, objects or patterns to name/describe • Seek and find games • Make 3D shapes using sticks/playdough/any other materials

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Matching/Sorting & Data handling				
	Sensory exploration (P1-3ii)	Emerging knowledge (P4-5)	Developing knowledge (P6-7)	Extending knowledge (P7+)
What I will learn or do	<ul style="list-style-type: none"> • Explore objects of different colours • Begin to sort objects of 2 distinct different colours • Match object to object • Match object to photo 	<ul style="list-style-type: none"> • Match object to symbol • Match symbol to photo • Match symbol to symbol • Sort objects by colour • Sort objects by size - big/small • Sort object by familiar shape • Sort common objects • Sort or match objects or pictures by recognising similarities 	<ul style="list-style-type: none"> • Sort a range of objects e.g. food, household items, clothes • Sort by 2 or more criteria • Create a class pictograph as a group • Begin to fill in a pictograph independently • State own simple information e.g. favourite colour, food, eye colour etc • Collect simple information from others e.g. favourite food 	<ul style="list-style-type: none"> • Collect simple data • Make a tally chart • Make a bar graph • Record data in a chart • Answer questions about data recorded
Suggestion of activities	<ul style="list-style-type: none"> • Colour sensory play • Colour sensory bins • Explore colour in the sensory room e.g. with LED lights • Colour posting games 	<ul style="list-style-type: none"> • PECS activities • Matching and sorting favourite and familiar objects • IWB & iPad games • Sounds sorting games 	<ul style="list-style-type: none"> • Sort objects for a purpose e.g. art supplies, PE kits, cooking ingredients • Find out the class favourite food, who has what colour hair, who likes different songs etc • Use photos to state who likes what and create a chart. 	<ul style="list-style-type: none"> • Create simple questionnaires to collect data - who likes what/counting number of chairs in each classroom • Observe things in the world and document on a tally chart e.g. types of vehicles on the road, bugs in the garden • Use computers to record data and create charts

Pattern				
	Sensory exploration (P1-3ii)	Emerging knowledge (P4-5)	Developing knowledge (P6-7)	Extending knowledge (P7+)
What I will learn or do	<ul style="list-style-type: none"> • Exploring different coloured objects • Exploring different musical instruments • Clap or tap in a repeated pulse 	<ul style="list-style-type: none"> • Match objects or pictures to identical to make an abab repeated colour pattern • Match objects or pictures to identical to make an abab repeated pattern using different criteria 	<ul style="list-style-type: none"> • Copy a simple pattern or sequence • Finish a repeated abab pattern • Begin to explore more complex repeated patterns e.g. abcabc, aabaab 	<ul style="list-style-type: none"> • Talk about, recognise and copy repeating patterns and sequences • Describe repeating patterns • Create own repeated patterns
Suggestion of activities	<ul style="list-style-type: none"> • Using sand, water, foam, soil etc • Tapping games • Drumming • Simple repetitive rhymes that include tapping or drumming 	<ul style="list-style-type: none"> • Using duplo blocks or cubes • Making repeated patterns with numicon • Cross curricular - art, PE, cooking 	<ul style="list-style-type: none"> • Use a variety of mediums to create patterns e.g. a drumbeat; movements or concrete objects • IWB & iPad games • Colouring in worksheets • Cross curricular - art, PE, cooking 	<ul style="list-style-type: none"> • Cross curricular - art, PE, dance, cooking, • Design textiles/ design a t-shirt • Look for patterns in the environment • IWB & iPad games

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Time				
	Sensory exploration (P1-3ii)	Emerging knowledge (P4-5)	Developing knowledge (P6-7)	Extending knowledge (P7+)
What I will learn or do	<ul style="list-style-type: none"> • Complete task after physical prompts e.g. placing coat on peg • Remember learned responses over short periods of time • Expect a reaction when button is pressed • Perform actions using trial and improvement 	<ul style="list-style-type: none"> • Sequencing familiar activities • Participate in days of the week song • Matching the days of the week • Show awareness of events on certain days • Show awareness of activity due to environmental cues 	<ul style="list-style-type: none"> • Ordering days of the week • Rote saying days of the week/months of the year • Relate some days of the week to a favourite activity • Look at a clock 	<ul style="list-style-type: none"> • Know the days of the week/months of the year • Relate days of the week to activities done on that day • Relate seasons to times of the year • Tell the time - o'clock & half hour
Suggestion of activities	<ul style="list-style-type: none"> • Cause and effect toys • Sensory room activities - switch activities • IWB/iPad cause and effect games • Exploring musical instruments - bang/hit/shake 	<ul style="list-style-type: none"> • Use a jig to sequence putting on shoes/socks, getting dressed, going to the toilet, brushing teeth • IWB games • Songs and rhymes to learn days of the week • Hungry caterpillar story/song 	<ul style="list-style-type: none"> • Clock puzzles - matching numbers onto a clock • Adding missing numbers onto a clock • Making a clock • Timetable monitors • Matching photos or tasks to days of the week 	<ul style="list-style-type: none"> • Matching analogue to analogue clocks • Matching digital to digital • Matching a mixture of digital and analogue clocks • Making times on a clock from written time