

Goal - A master of maths

First milestone	To use embedded mathematical knowledge naturally in their play. Subitising, counting and representing marks up to 5.
Second milestone	Match numerals to an amount, for amounts to 5 and then to 10. To explore simple patterns (continue, copy or create). To recognise and name simple 2D and 3D shapes.
Third milestone	To begin counting beyond 10. Order representations of amounts to 5 and then to 10. To be able to find one more and one less for numbers to 5 and then to 10.
Final milestone	Who can show a deep understanding of numbers to 10, including representation. Recognise patterns within the number system, subitise, compare quantities and recall number bonds to 5 and then to 10.