

Goal- A master of maths- To use embedded mathematical knowledge naturally in their play. Subitising, counting and representing marks up to 5.

First milestone	Begin to recite number names and use basic mathematical language. Beginning to have an understanding of sizes and spaces.
Second milestone	With support touch one thing and say number name to count (one to one correspondence) and recognise numerals of personal significance. Explore shapes for building and modelling.
Third milestone	Link numerals to amounts up to 5 and show using fingers. Have a growing awareness of familiar routes and locations and use positional language correctly to describe them.
Final milestone	Count items carefully, one to one correspondence up to 5. Use counting to help solve problems and know that the last number counted tells me how many there are in total. Talk about, play with and explore common 2D and some 3D shape.