

Foundation Stage Key Targets

Number

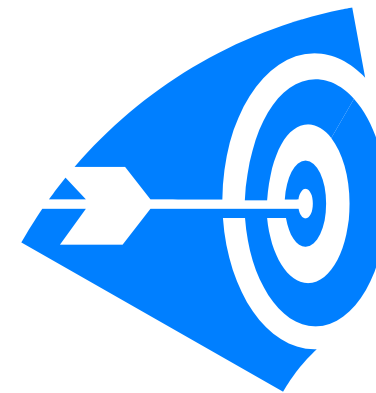
- To recognise numerals 1 to 5.
- To count up to three or four objects by saying one number name for each item.
- To count actions or objects which cannot be moved.
- To count objects to 10, and beginning to count beyond 10.
- To select the correct numeral to represent 1 to 5, then 1 to 10 objects.
- To count an irregular arrangement of up to ten objects.
- To estimate how many objects they can see and check by counting them.
- To use the language of 'more' and 'fewer' to compare two sets of objects.
- To find the total number of items in two groups by counting all of them.
- To say the number that is one more than a given number.
- To find one more or one less from a group of up to five objects, then ten objects.

Geometry and measures

- To use mathematical names for 'solid' 3D shapes and 'flat' 2-D shapes, and mathematical terms to describe shapes.
- To select a particular named shape.
- To describe their relative position such as 'behind' or 'next to'.
- To order two or three items by length or height.
- To order two items by weight or capacity.
- To use familiar objects and common shapes to create and recreate patterns and build models.
- To use everyday language related to time.
- To begin to use everyday language related to money.
- To order and sequence familiar events.
- To measure short periods of time in simple ways.

How to help your child at home

Targets and activities for pupils in the Foundation Stage



Fun activities to do at home

Counting and putting numbers in order

Use old magazines, comics or greetings cards. Cut out pictures of animals and label the animals 1 to 5.

- Shuffle the animals. Put them in order from 1 to 5.
- Remove one animal. Ask your child which number is missing. Repeat with other numbers and more than one missing number.
- Ask your child to say what number comes before or after a number you choose.
- When your child can do this, repeat with numbers 1 to 10.

Dicey counting

Take turns to roll a dice and count back to zero from the number thrown.

Build a tower

For this game you need a dice and some building blocks or Lego bricks.

- Take turns
- Roll the dice
- Collect the number of bricks to build your tower
- The first to 10 wins

For a change, start with 10 blocks or bricks each. Take away the number on the dice. First to exactly zero wins.

Roll the shape

Cut out 12 shapes. Make 3 triangles, 3 squares, 3 rectangles and 3 circles.

- Take turns to roll a dice and collect a shape that has that number of sides, e.g. Roll a 4, collect a square.
- The first to have four different shapes wins.
- If you can name each shape you go first next time.

Recognising numbers

Choose a number for the week, e.g. 2. Encourage your child to look out for this number all the time. Can your child see the number 2 anywhere?

At home - in the kitchen
- on pages in a book

In the street - on doors
- on car number plates
- on buses

While out shopping—on the shop till

- on shelves
- in shop windows
- Find two apples, toys, spoons, straws, sweets, etc.
- Make patterns, such as two knives, two forks, two spoons.
- Practise writing the number 2.
- Choose a different number each week.

Dice game

Use a 'dotted' dice and write the numbers 1 to 6 on a sheet of paper (or use the numbered animals).

- Throw the dice. Can your child guess how many dots there are? Check by counting.
- Ask your child which number on the paper matches the dots on the dice.

Rhymes

Teach your child any number rhymes or songs that you know, particularly ones that involve holding up a number of fingers, like 'Five Little Speckled Frogs'. Practise them regularly, with actions.

Cupboard maths

Ask your child to help you sort a food cupboard out, putting heavier items on the lower shelf and lighter items on an upper shelf.