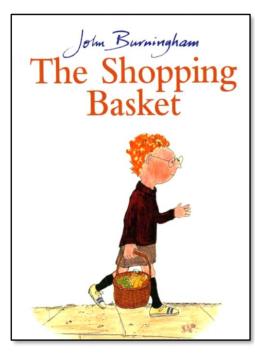
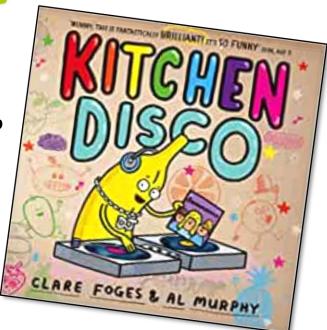




Other stories to read, enjoy and link our activities to.



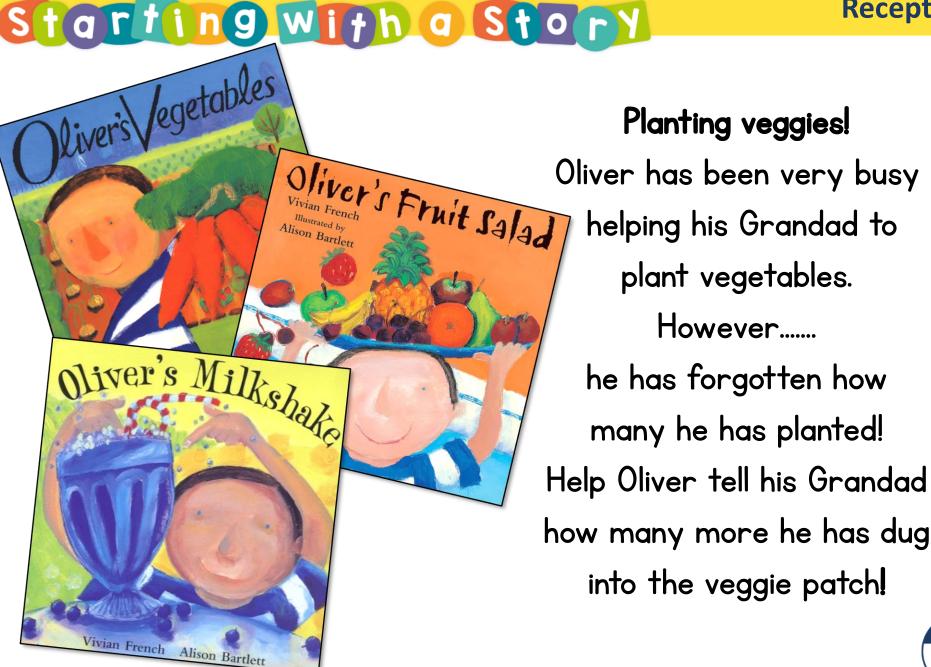




Reception

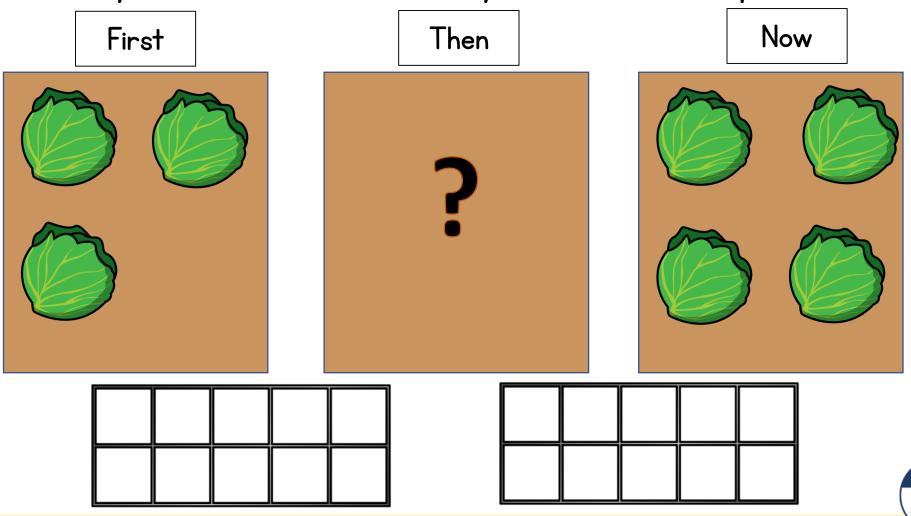
Nhite

Røse



Talking Together

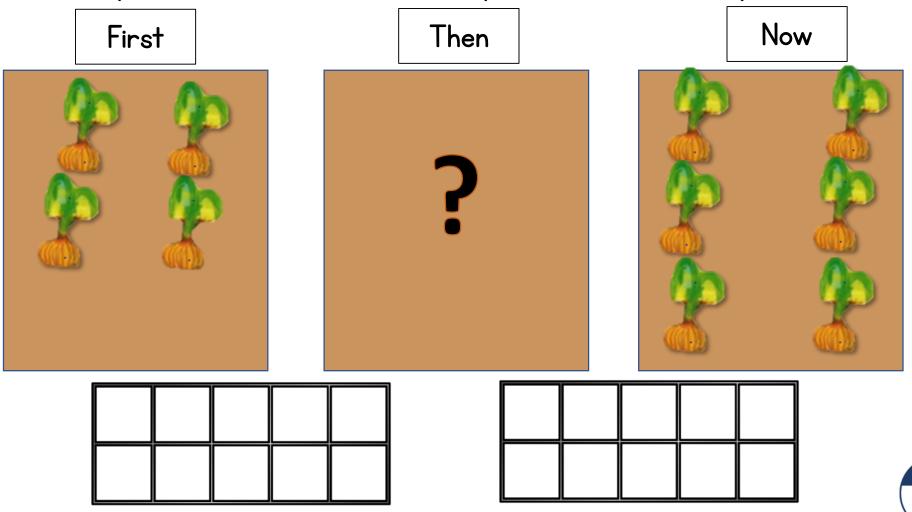
Can you tell Grandad how many more Oliver has planted?



White Røse



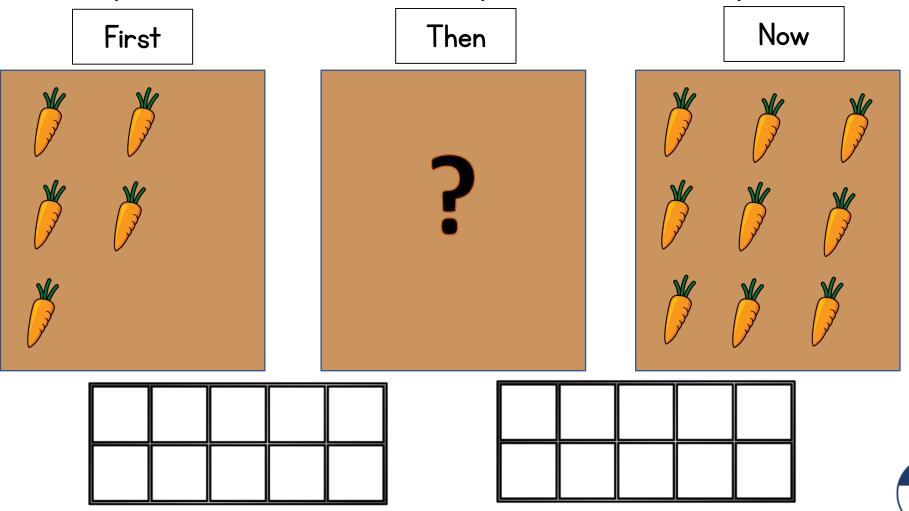
Can you tell Grandad how many more Oliver has planted?



White R©se Math



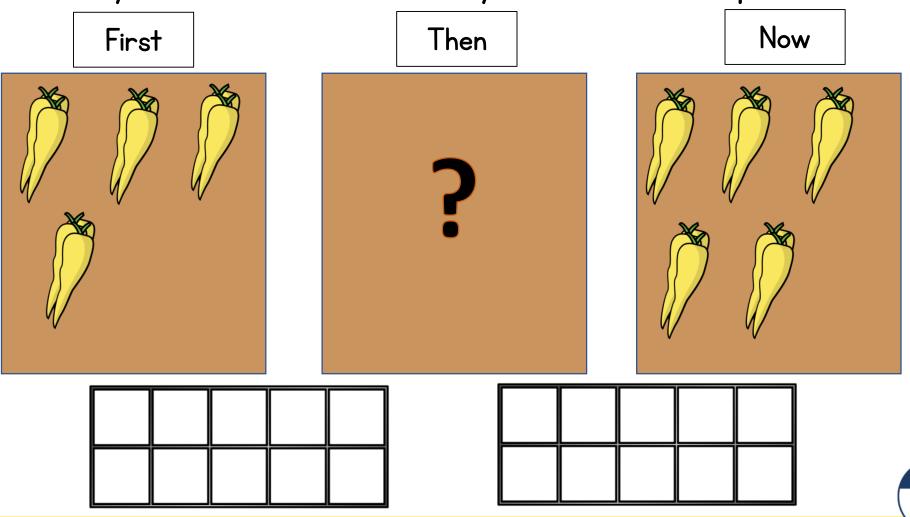
Can you tell Grandad how many more Oliver has planted?



White R©se Maths

Talking Together

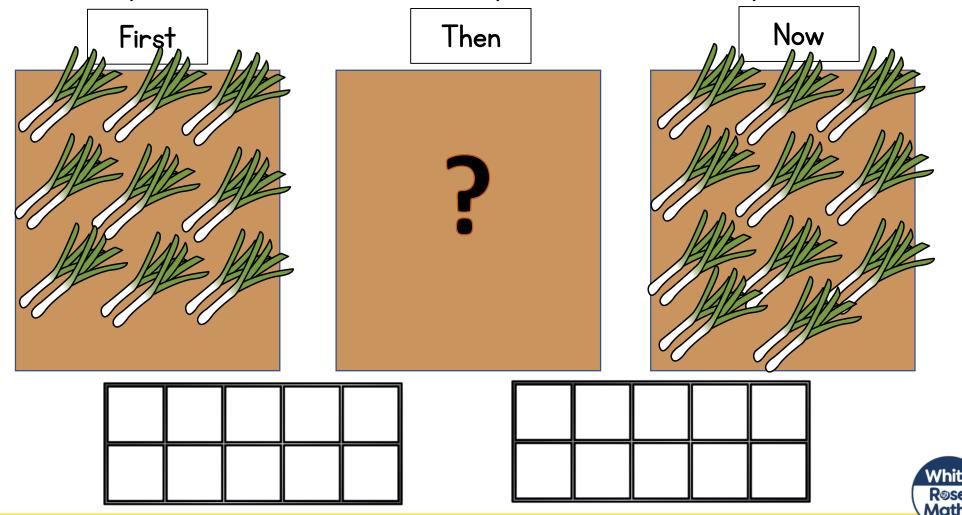
Can you tell Grandad how many more Oliver has planted?



White R©se Math

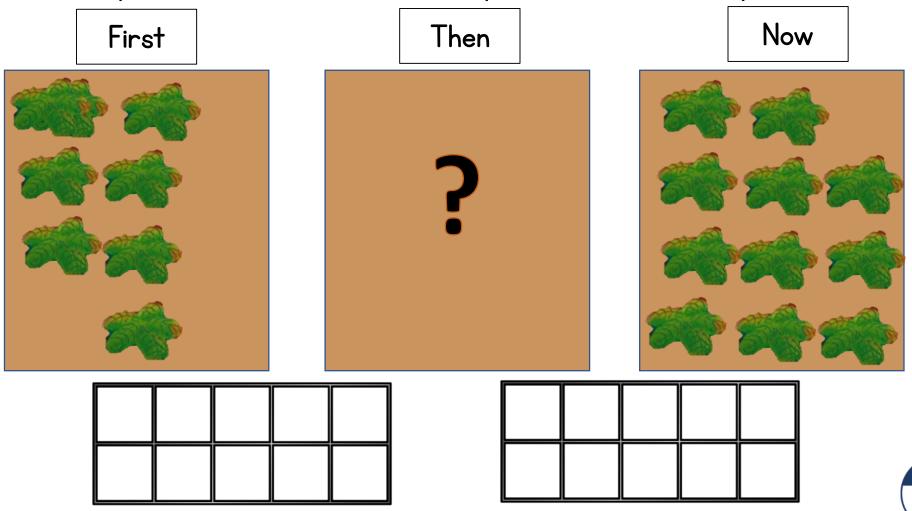
Talking Together

Can you tell Grandad how many more Oliver has planted?

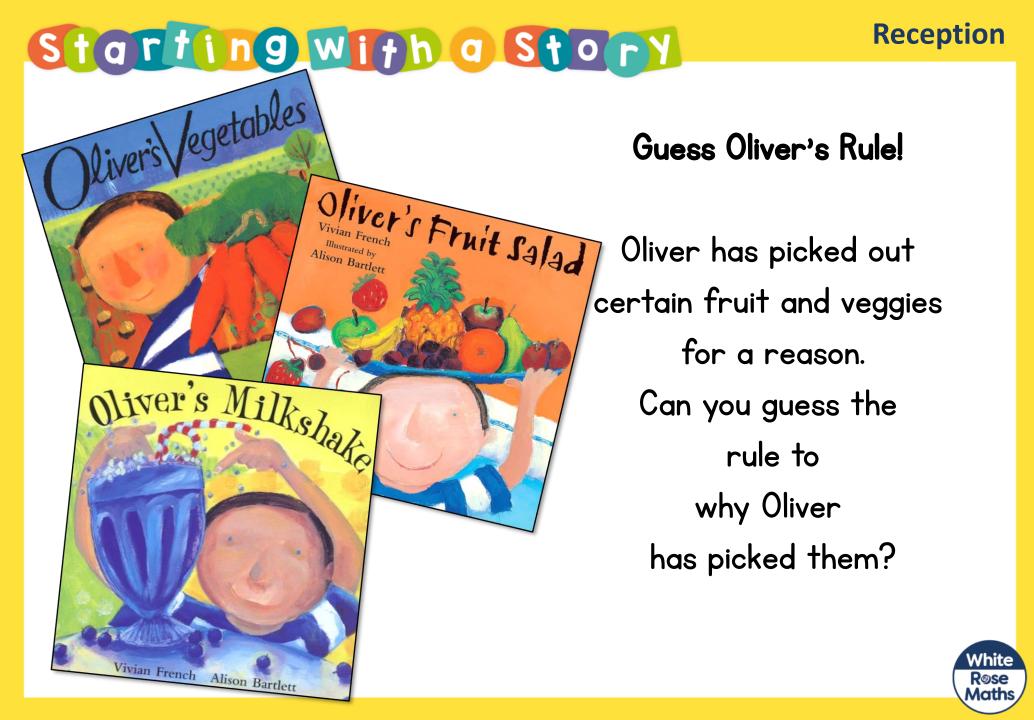




Can you tell Grandad how many more Oliver has planted?

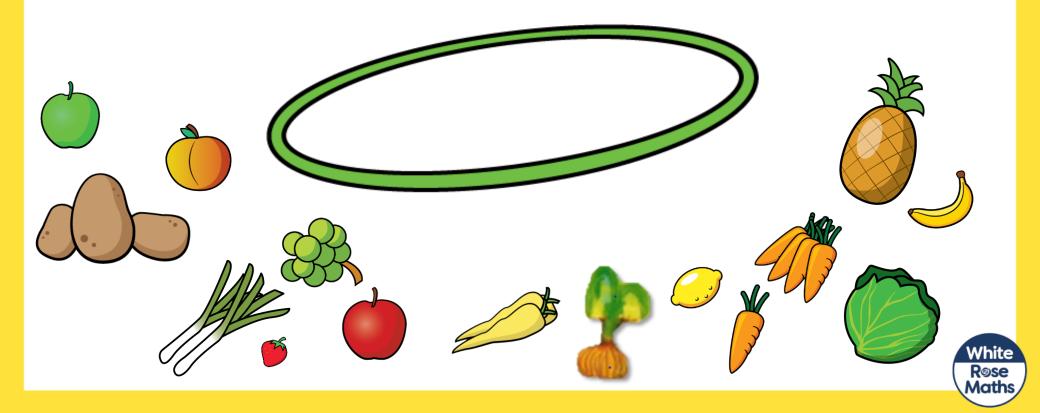


White Røse



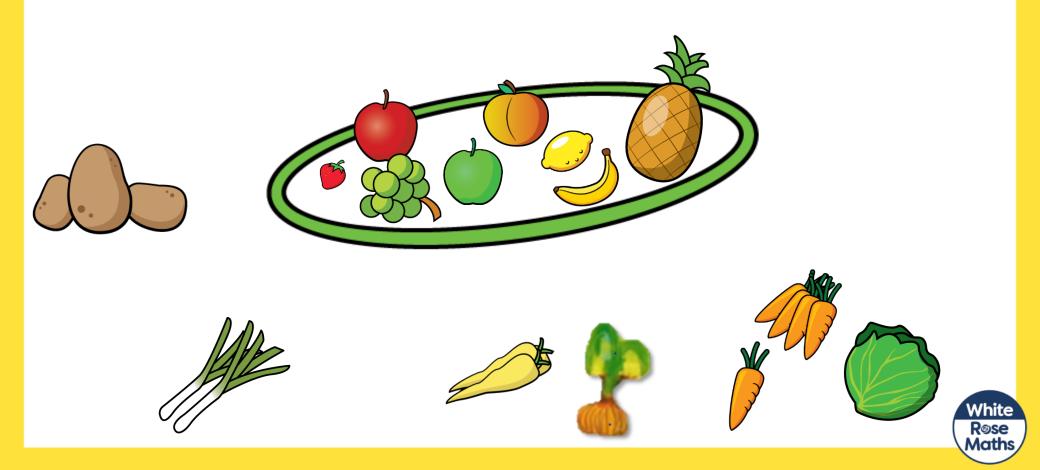
Talking Together

Guess Oliver's rule. Something is the same in all of these from the garden or supermarket. Oliver will put the ones he has chosen in a hoop to show you.



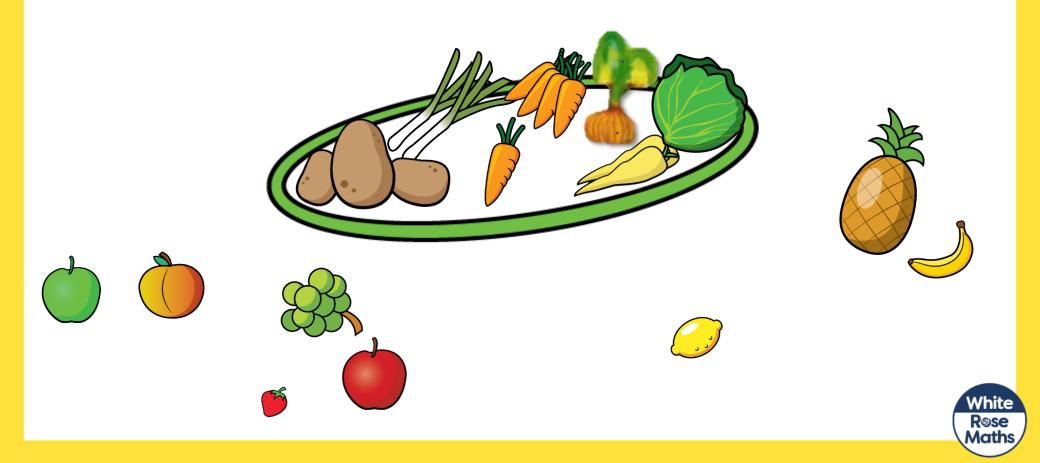


Guess Oliver's rule. Why has he put these in the hoop?



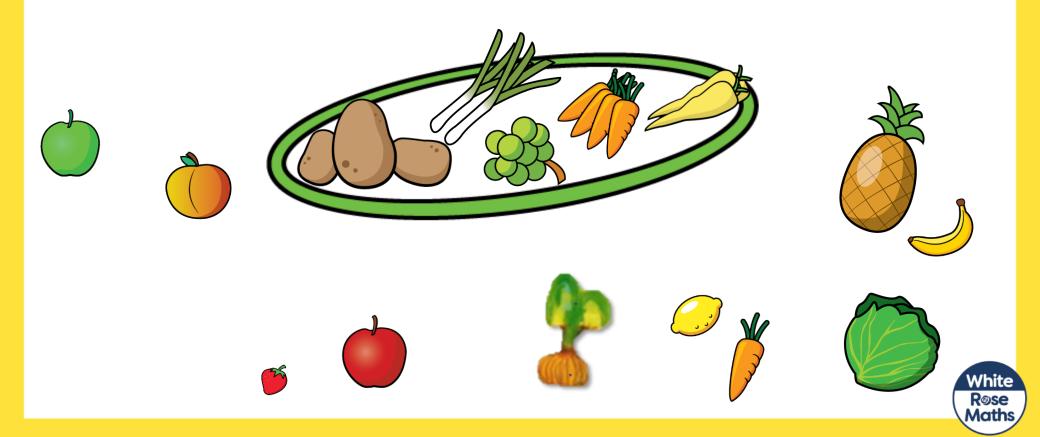


Guess Oliver's rule. Why has he put these in the hoop?



Talking Together

Guess Oliver's rule.

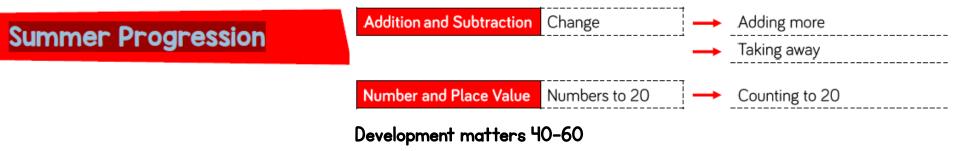


Learning through Play

Reception

Røse

A helping hand to where our activities link in our schemes and the EYFS. Reception - Notes and guidance



Uses the language of 'more' and 'fewer' to compare two sets of objects.

Says the number that is one more than a given number.

In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting.

Records, using marks that they can interpret and explain.

Begins to identify own mathematical problems based on own interests and fascinations.

Early Learning Goal

Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number.

Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing