

MATHS PROGRESSION GRID - VOCABULARY

EYFS

Number and Place Value

Number

Zero, number one, two, three ... to twenty and beyond teens numbers, eleven, twelve ... twenty nine, how many ...? count, count (up) to, count on (from, to), count back (from, to) count in ones, twos, fives, tens is the same as more, less odd, even few pattern pair.

Place value

Ones, tens, digit, same as, as many as, more, larger, bigger, greater fewer, smaller, less, fewest, smallest, least most, biggest, largest, greatest, one more, ten more one less, ten less, compare, order, size, first, second, third... twentieth last, last but one before, after next between.

Estimating

Guess how many ...? Estimate, close to, about the same as, just over, just under, too many, too few enough, not enough.

ADDITION AND SUBTRACTION

Add, more, make, sum, total, altogether, double, one more, two more ... ten more, how many more to make ...? How many more is ... than ...? How much more is ...? Take away, how many are left/left over? How many have gone? One less, two less, ten less ... how many fewer is ... than ...? How much less is ...?

MULTIPLICATION AND DIVISION

Sharing, doubling, halving, patterns

FRACTIONS

Parts of a whole, half, quarter

MEASUREMENT

Measure, size, compare, guess, estimate, enough, not enough too much, too little too many, too few, nearly, close to, about the same as, just over, just under.

Length

length, height, width, depth, long, short, tall, high, low wide, narrow, thick, thin, longer, shorter, taller, higher, longest, shortest, tallest, highest, near, close.

Weight

Weight, weighs, balances, heavy, light, heavier than, lighter than heaviest, lightest, scales.

Capacity and Volume

Full, empty, half full, holds, container

Time

Time, days of the week, Monday, Tuesday ... day, week, birthday, holiday, morning, afternoon, evening, night, bedtime, dinner time, playtime, today, yesterday, tomorrow, before, after next, last now, soon, early, late, quick, quicker, quickest, quickly, slow, slower, slowest, slowly, old, older, oldest, new, newer, newest, takes, longer, hour, o'clock clock, watch, hands.

Money

Money, coin, penny, pence, pound, price, cost, buy, sell, spend, spent, pay.

SHAPE

shape, pattern, flat ,curved, straight, round, hollow, solid, sort, make, build, draw, size, bigger, larger, smaller, symmetrical pattern, repeating pattern, match.

2D Shapes

Corner, side, rectangle (including square) circle and triangle.

3D Shapes

Face, edge, vertex, vertices cube, pyramid, sphere, cone.

Position and Direction

Position, over, under, above, below top, bottom, side on, in, outside, inside, around, in front, behind front, back, beside, next to, opposite, apart, between, middle, edge, corner ,direction, left, right, up, down, forwards, backwards, sideways, across ,next to, close, near, far, along, from, towards, away from, movement, turn, stretch, bend, whole turn, half turn.

STATISTICS

Count, sort, group, set, list.

GENERAL

Pattern, puzzle, what could we try next? How did you work it out? Recognise, describe, draw, compare, sort.

MATHS PROGRESSION GRID	
EYFS	
NUMBER AND PLACE VALUE	
<ul style="list-style-type: none"> - Recognise and count reliably with numbers 1-20 and place them in order - Count objects reliably - Say which number is one more or less than a given number - Records using marks that they can interpret and explain 	
ADDITION AND SUBTRACTION	
<ul style="list-style-type: none"> - Using quantities and objects children add and subtract two single digit numbers and count on or back to find the answer - Begin to use the vocabulary involved in addition and subtraction - Identifies own mathematical problems based on own interests and fascinations - 	
MULTIPLICATION AND DIVISION	
<ul style="list-style-type: none"> - Solve problems involving doubling halving and sharing 	
FRACTIONS	
<ul style="list-style-type: none"> - Solve problems involving doubling halving and sharing 	
MEASUREMENT	
<ul style="list-style-type: none"> - Use everyday language to talk about size, weight, capacity, distance, time and money - Compare objects and quantities and solve problems - Order two or three items by length, weight, height and capacity - Orders and sequences three events within a day 	
GEOMETRY	
<p><u>Properties of Shape</u></p> <ul style="list-style-type: none"> - Recognise, create and describe patterns - Explore the characteristics of everyday objects and shapes 2-D/3-D and use mathematical language to describe them <p><u>Position and Direction</u></p> <ul style="list-style-type: none"> - Children use everyday language to talk about position and direction 	