

<https://whiterosemaths.com/homelearning/early-years/>

Follow the above link to the 'white rose' online learning.

Day 1 - Superworm

Starting with a Story Reception

Learning through Play
A helping hand to where our activities link in our schemes and the EYFS.

Reception - Notes and guidance

Summer Progression

Geometry → Exploring patterns → Making simple patterns
→ Exploring more complex patterns

Development matters Shape space and Measure 40-60
Can describe their relative position such as 'behind' or 'next to'.
Uses familiar objects and common shapes to create and recreate patterns and build models.

Early Learning Goal - Shape Space and Measure
Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and to solve problems. They recognise, create and describe patterns that have a repeating element of everyday objects and shapes and use mathematical language to describe them.

06:33

Day 2 - Superworm

Starting with a Story Reception

Talking Together-Learning through Play
A helping hand to where our activities link in our schemes and the EYFS.

Reception - Notes and guidance

Summer Progression

Addition and Subtraction → Change → Adding more
→ Taking away
Number and Place Value → Numbers to 20 → Counting to 20

Development matters 40-60
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 objects and dots, they represent and subtract from single-digit numbers, add one on or back by one.
They solve problems, including doubling, halving and sharing.

05:45

Day 3 - Superworm

Starting with a Story Reception

Learning through Play
A helping hand to where our activities link in our schemes and the EYFS.

Summer Progression

Addition and Subtraction → Change → Adding more
→ Taking away
Number and Place Value → Numbers to 20 → Counting to 20

Development matters 40-60
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 - Shape Space and Measure
Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.
They recognise, create and describe patterns that have a repeating element of everyday objects and shapes and use mathematical language to describe them.

Early Learning Goal - Number
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.

04:01

Day 4 - Superworm

Starting with a Story Reception

Learning through Play
A helping hand to where our activities link in our schemes and the EYFS.

Summer Progression

Addition and Subtraction → Change → Adding more
→ Taking away
Number and Place Value → Numbers to 20 → Counting to 20

Development matters 40-60
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 - Shape Space and Measure
Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.
They recognise, create and describe patterns that have a repeating element of everyday objects and shapes and use mathematical language to describe them.

Early Learning Goal - Number
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.

04:33

Day 5 - Superworm

Starting with a Story Reception

Exploring Length

Get together your own collection of worms and see if you can cut them to different lengths. Talk about the lengths and even measure with a ruler or tape measure.

05:39