

# Number

## What I should already know:

- Subitise numbers within and beyond 5
- Connect quantities to numerals
- Begin to identify missing parts for numbers within 5
- Explore the structure of the numbers 6 and 7 as '5 and a bit' and connect this to finger patterns and the Hungarian number frame
- Focus on equal and unequal groups when comparing numbers
- Understand that two equal groups can be called a 'double' and connect this to finger patterns
  - Sort odd and even numbers according to their 'shape'
- Continue to develop their counting
- Order numbers and play track games
- Join in with verbal counts beyond 20, hearing the repeated
- Pattern within the counting numbers

## Vocabulary

more than

fewer than

same as

## What I should know by the end of this unit:

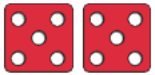
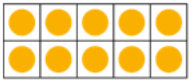
- Continue to develop their counting skills, counting larger sets as well as counting actions and sounds
- Explore a range of representations of numbers, including the 10-frame, and see how doubles can be arranged in a 10-frame
  - Compare quantities and numbers
- Continue to develop a sense of magnitude, e.g. knowing that 8 is quite a lot more than 2, but 4 is only a little bit more than 2
- Begin to generalise about 'one more than' and 'one less than' numbers within 10
- Continue to identify when sets can be subitised and when counting is necessary
- Develop conceptual subitising skills including when using a rekenrek



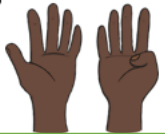
## 9 and 10



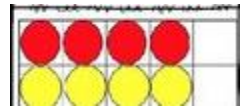
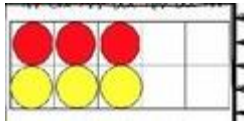
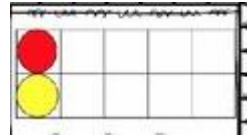
Talk about which pictures represent the number 9 and which pictures represent the number 10.



Show me 10 fingers. Now, show me 9 fingers. Can you show me 9 fingers in a different way?



## Double numbers on a 10-frame



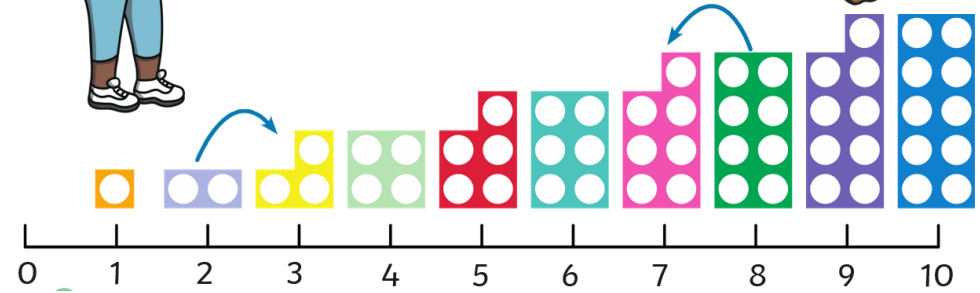
## One more and One Less



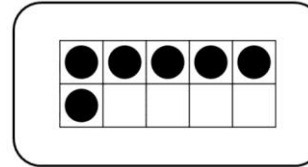
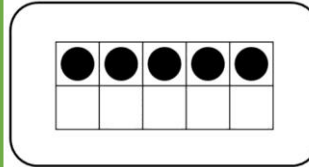
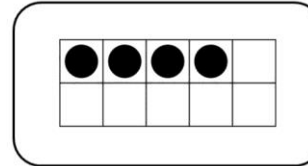
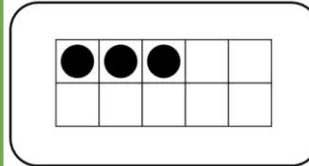
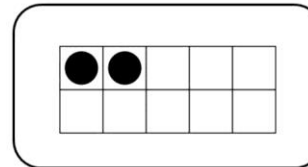
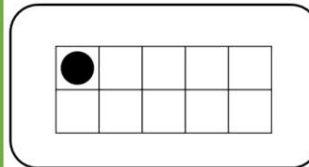
One more than two is three.



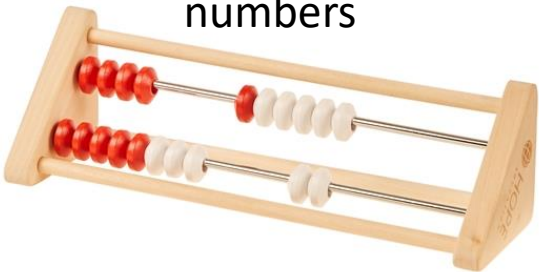
One less than eight is seven.



## Use a 10-frame to represent numbers



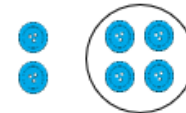
## Use a rekenrek to represent numbers



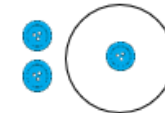
## Comparing Numbers to 10

When comparing one quantity to another, it can be:

more than



fewer than



the same as

