
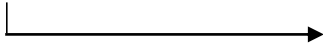
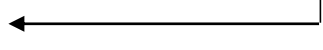


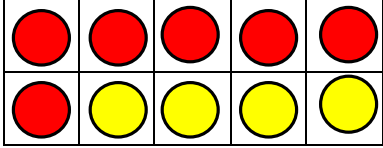


Gunthorpe EYFS Maths Knowledge Organiser



Term	Example	Explanation
1:1 Correspondence	 <p>3 = Three buttons</p>	To be able to match the correct amount of objects to a number.
Count forwards	<p>0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10</p> 	To count up in 1's (unless otherwise specified).
Count backwards	<p>0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10</p> 	To count back in 1's (unless otherwise specified).
Estimate	 <p>"I think there are conkers."</p>	To make a guess as to how many objects you can see without counting.
Five frame		A grid with five blank spaces. These are used to help recognise the quantity of objects/ symbols by sight (as the children know how many spaces are in the grid to begin with) and to support with number bonds (see meaning below).
Ten frame		A grid with ten blank spaces. These are used to help recognise the quantity of objects/ symbols by sight (as the children know how many spaces are in the grid to begin with) and to support with number bonds (see meaning below).
Number bonds	<p><u>Number bonds to 10:</u></p> <p>1 + 9 = 10 2 + 8 = 10 3 + 7 = 10 They all equal ten! 4 + 6 = 10 5 + 5 = 10</p>	Finding all of the different ways to make a number by adding smaller numbers together.

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