

The Flourish Federation—Knowledge Organiser

Brookfield Infant and Junior Schools



Subject Focus:

Maths

EYFS

Shape and Measure

What? (Key Knowledge)

Children use everyday language to talk about: size, weight, capacity, position, distance, time, money

Compare quantities and objects and to solve problems

Recognise, create and describe patterns

Explore characteristics of everyday objects and shapes and use mathematical language to describe them (sides, corners)

What? (Key Vocabulary)

Vocab	Comments
Weight	How heavy something is.
Capacity	The maximum amount of liquid that a con-
Position	Using language such as: next to, under, on
Direction	The movement of something (left, right,

Visuals/Diagrams

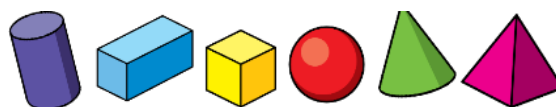
It is important for children to see real life shapes as well as visual representations of shape.



2D Shapes:



3D Shapes:



Measuring Cylinders for Capacity:



Balances for comparing weight:



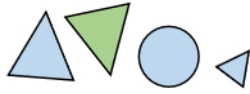
Time (exploring how long activities take, understanding time in the day/week):



Examples of Reasoning

Reasoning at this level involves lots of discussions and checking using reliable counting. Use of real objects alongside these pictorial visuals will help children understanding.

Odd one out



Make a set with one that doesn't belong. Ask the children to identify which that is and explain why. There may be more than one answer...

True or False?

The teaspoon is the longest.



Always, Sometimes, Never?

The tallest container holds the most liquid.

Identical containers can have a different capacity.

Show me.

Examples of Problem Solving

The children will play lots of practical games, which involve them exploring, identifying, counting and comparing different numbers. These will be inside and outside of the classroom for children to use during Child-Initiated Time.

Show the children a picture which has been made of different shapes. E.g. a boat, a rocket, a house.

What shapes can you see in the picture?

How many triangles can you count?

Can you make your own picture using the shapes?



Provide a range of timers that measure different lengths of time. Children can choose a timer and then see what they can do in that period of time e.g. How many star jumps can you do in 10 seconds? How many bean bags can you throw into the hoop in one minute?



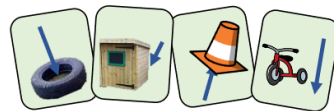
Treasure Hunt

Set up a treasure hunt in your outdoor space by providing a series of pictorial clues.

As the children go to each place in the pictures, they can hunt for the next clue.

Prompt them to use positional language to explain where they need to go.

Hide some 'treasure' in the last place – this could be a special snack, a new story to read or resource for the classroom.



The children might like to continue this by designing their own treasure hunts and hiding pictorial clues for their friends to follow.

ICT Opportunities

Purple Mash:

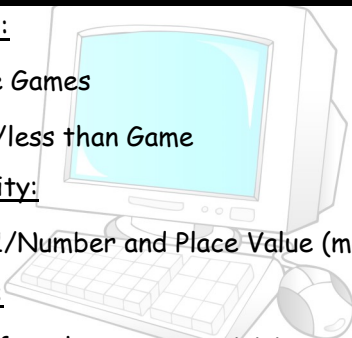
- Place Value Games
- More than/less than Game

Education City:

- Maths/KS1/Number and Place Value (many games)

Manga High:

- A wealth of maths games, activities and competitions



Daily Maths

- Questioning during the register (How many people are absent? How many children are here? How many more children have school dinners than packed lunch).
- Lining up games - counting on/back, Which number have I missed?
- Days of the week/months of the year/Birthdays

