

NAME : _____

MATHS	
NUMBER	P6
Counting	Calculations
<ul style="list-style-type: none">• Demonstrate an understanding of one-to-one correspondence in a range of contexts• Touches or points to objects as an adult touches them and counts <i>e.g. cars in line</i>.....• Joins in rote counting to 3• Joins in rote counting to 5• Use number to 3 in familiar number rhymes, activities & games• Joins in new number rhymes, songs, games etc• Counts reliably to 3• Counts along 3 objects• Points to objects as they count• Counts out 3 objects consistently• Counts out up to 3 objects for 3 sets• Counts up to 3 sounds, <i>e.g. claps</i>• Count out up to 3 1p coins• Counts when playing with numbers in any order	<ul style="list-style-type: none">• Demonstrate an understanding of the concept of more/fewer <i>e.g. say, sign or indicate that more contents, books, cups are required</i>• In response to an adult, indicate which hoop has fewer balls in it• Can identify which set has 'more', which has 'fewer' (sweets, crisps) using sets with large differences• Gives out 1 object to each person in a group where there is a correct number of objects• Gives one object to each person in a group.....• Be aware that there are too few to complete 1:1 matching• Request more of the correct object to complete 1:1 matching• Be aware when there are too many to complete 1:1 matching
<p>Performance Description – P6 Pupils demonstrate an understanding of one-to-one correspondence in a range of contexts, <i>e.g. matching objects such as cups to saucers, straws to drink cartons</i>. Pupils join in rote counting up to five, <i>e.g. saying or signing number names to 5 in counting activities</i>. They count reliably to three, make sets of up to three objects and use numbers to three in familiar activities and games, <i>e.g. touching one, two, three items as an adult counts, counting toys or pictures, counting out sets of three; knife, fork, spoon</i>. They can demonstrate an understanding of the concept of more, <i>e.g. indicating that more cups, counters, food items are required</i>. They join in with new rhymes, songs, stories and games.</p>	

	Date		Date		Date		Date		Date
20% Achieved		40% Achieved		60% Achieved		80% Achieved		Level Achieved	