
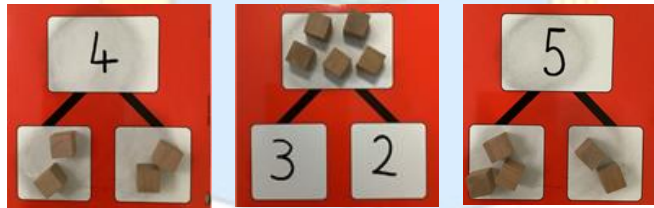



Reception Addition Progression Grid

Key vocabulary:


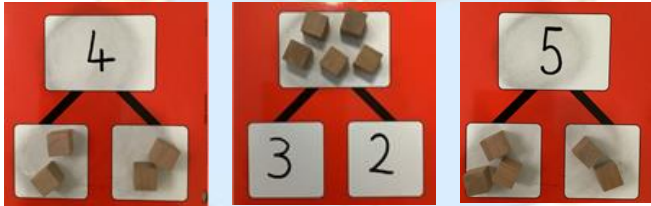

six, seven, eight, nine, ten, ten frame, part-whole model, addition, plus, add, equal, greater than

Progressive Key Skills	Method	Manipulatives/ Resources
Finding one more within 10	Children given regular opportunities to physically add one more using objects or fingers within continuous provision.	Counters Fingers
Composition of numbers within 10 (physical objects)		Tens frames Physical objects Numicon
Composition of numbers within 10 using part-whole model		Part-whole frame Physical objects
Written addition calculations within 10.		Numicon Physical objects

Reception Subtraction Progression Grid

Key vocabulary:

six, seven, eight, nine, ten, ten frame, part-whole model, subtraction, minus, take away, less than

Progressive Key Skills	Method	Manipulatives/ Resources
Finding one less within 10	Children given regular opportunities to physically take one away using objects or fingers within continuous provision.	Counters Fingers
Composition of numbers within 10 (physical objects)		Tens frames Physical objects Numicon
Composition of numbers within 10 using part-whole model		Part-whole frame Physical objects
Written subtraction calculations within 10.		Numicon Physical objects

Reception Multiplication Progression Grid

Key vocabulary:
double, double fact, groups of, odd, even


Progressive Key Skills	Method	Manipulatives/ Resources
Recognising groups – arrays and patterns	<p>Children given opportunities in play so see arrays in familiar objects.</p> 	Arrange of arrays within the provision.
Doubles to 10	<p>Children given opportunities in play to demonstrate doubles using fingers and resources within continuous provision.</p> 	Doubling rhymes.



Community Primary

Reception Division Progression Grid

Key vocabulary:
half, odd, even, equal

Progressive Key Skills	Method	Manipulatives/ Resources
Halving with 10?	<p>Children given opportunities in play to demonstrate doubles using fingers and resources within continuous provision.</p> 	<p>Rhymes Sharing opportunities in child initiated play.</p>

