


Knowledge Organiser for EYFS Maths

Number and Place Value	
Key Vocabulary	
Digit	An individual figure within a number (1,2,etc)
Ordinal number	Numbers which define order (1 st , 2 nd , etc)
Equals =	Use to show that both sides of a number sentence are balanced (eg. 3+4=7)
Bonds to 10	All of the pairs of numbers which add to make 10 (3+7=10, 6+4=10)
Double	Adding a number to itself
How to help	Useful links
Count regularly with you child forwards and backwards	Development Matters – found on our school website Topmarks website – www.topmarks.co.uk ICT games website – www.ictgames.com
Count objects, people, spoons, etc	
Spot numbers on the way to school	
Play board games eg 'Snakes and Ladders'	
Work regularly on simple addition and subtraction facts within 10	
Add and subtract physical objects at home eg. dinner time	

Operations and Problem Solving	
Key Vocabulary	
Number sentence	A written calculation
Addition	The sum of two numbers (add, plus, +,etc)
Subtraction	Taking one number away from another
Share	Divide a number or number of objects equally into a number of piles
Numberline	Used to solve calculations of all types
Numicon	
Problem solving	Solving real life and logical problems using mathematical understanding
How to help	Useful links
Make a numberline together	Development Matters – found on our school website Topmarks website – www.topmarks.co.uk ICT games website – www.ictgames.com
Share out sweets in a packet	
Play board games eg 'Snakes and Ladders'	
Work regularly on simple addition and subtraction facts within 10	
Add and subtract physical objects at home eg. dinner time	