

Early Years Learning Framework Outcomes relating to Numeracy and Mathematics

Outcome 4: Children are confident and involved learners.

- Children develop dispositions for learning such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity.
- Children develop range of skills and processes such as problem solving, inquiry, experimentation, hypothesising, researching and investigating.

Outcome 5: Children are effective communicators.

- Children begin to understand how symbols and pattern systems work.

Vocabulary and Concepts we cover in the Early Learning Centre

Geometry:

Shape names
(2D- circle,
square, triangle,
rectangle, oval,
star & 3D -
sphere, cube)
Middle/Centre
Left/Right
Sides
Corner/Points
Inside/Outside
Straight
Round

Algebraic Thinking:

Group
Sort
Increase
Decrease
Order
Pairs
Pattern
Opposite
Compare

Measurement & Data:

Long/Longer/Longest
Short/Shorter/Shortest
Tall/Taller/Tallest
Small/Smaller/Smallest
More/Less, "One more/One less"
Most/Least
Heavy/Heavier/Heaviest
Light/Lighter/Lightest
None/Some/All/A lot/A few
Empty/Full
Half/Whole
Equal
Same/Different
"How many?"/"How many are left?"
Add/Plus
Take away/Minus
Size
Increase/Decrease
Time: Morning/Afternoon/Night; Day,
Month, Year; Second, minute, hour;
Yesterday/Tomorrow/Today;
Before/After; First/Next/Last
Basic graphing and recording skills

Counting and Numeracy skills

Number names
Counting by rote (1- 30+)
Recognition of Numerals
(1-20+)
Counting 1-1 (up to 20+)
Counting within a group 1-1
skills (order and only
counting items once per
item)
Sentences and problem
solving using manipulatives
Subitising small groups
(1-5+)
Ordinals (1st, 2nd...)
Zero

Spatial language: Near, far, on, off, in, out, besides,
between, inside, outside, above, below, in front,
behind, over, under, top, bottom, left, right, closer,
further, corner, sides

Early Learning Centre Numeracy & Mathematics Outcomes

Working Mathematically

Students develop understanding and fluency in mathematics through inquiry, exploring and connecting mathematical concepts, choosing and applying problem-solving skills and mathematical techniques, communication and reasoning.

Number and Algebra

Students develop efficient strategies for numerical calculation, recognise patterns, describe relationships and apply algebraic techniques and generalisation.

Measurement and Geometry

Students identify, visualise and quantify measures and the attributes of shapes and objects, and explore measurement concepts and geometric relationships, applying formulas, strategies and geometric reasoning in the solution of problems.

Statistics and Probability

Students collect, represent, analyse, interpret and evaluate data, assign and use probabilities, and make sound judgements.

Working towards Early Stage 1 Outcomes

- describes mathematical situations using everyday language, actions, materials and informal recordings
- uses objects, actions, technology and/or trial and error to explore mathematical problems
- uses concrete materials and/or pictorial representations to support conclusions
- counts to 30, and orders, reads and represents numbers in the range 0 to 20
- combines, separates and compares collections of objects, describes using everyday language, and records using informal methods
- groups, shares and counts collections of objects, describes using everyday language, and records using informal methods
- describes two equal parts as halves
- recognises, describes and continues repeating patterns
- describes and compares lengths and distances using everyday language
- describes and compares areas using everyday language
- describes and compares the capacities of containers and the volumes of objects or substances using everyday language
- describes and compares the masses of objects using everyday language
- sequences events, uses everyday language to describe the durations of events, and reads hour time on clocks
- manipulates, sorts and represents three-dimensional objects and describes them using everyday language
- manipulates, sorts and describes representations of two-dimensional shapes, including circles, triangles, squares and rectangles, using everyday language
- describes position and gives and follows simple directions using everyday language
- represents data and interprets data displays made from objects