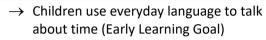


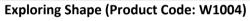
**Links to Curriculum** 



**Examples of learning outcomes** 

- → Representing the hour, quarter past, half past etc using the correct clock hands
- → Reading times on an analogue clock
- → Matching clock times to events in a daily routine

(N.B. YOU CAN MAKE YOUR OWN CLOCK HANDS AND NUMBERS FOR THE DIGITAL CLOCK FROM FUZZY FELT)



**t** Early Years Foundation Stage:

Mathematics: Space, Shape and Measure.

**Characteristics of Effective Learning** 



- ✓ Problem solving
- ✓ Visual resource perfect for pupils requiring additional support

→ Matching everyday objects to shapes

- → Describing shapes
- → Naming shapes
- → Creating shapes using different materials









Link to the curriculum	Examples of learning outcomes
Exploring Games (Product Code: W1006)   ❖ Early Years Foundation Stage:  Mathematics: Number  Characteristics of Effective Learning  ❖ Year One and beyond:  ✓ Counting reliably with numbers to 100  ✓ Maths mastery  ✓ Problem solving  ✓ Visual resource perfect for pupils requiring additional support	<ul> <li>→ Number ordering</li> <li>→ Counting on and back with numbers up to 100</li> <li>→ Number formation</li> <li>→ Counting in two's, fives and tens</li> <li>→ Identifying odd and even numbers</li> <li>→ Number patterns</li> <li>→ Addition and subtraction, counting on or back</li> </ul>
Exploring 1-100 (Product Code: W1006)   ❖ Early Years Foundation Stage:  Mathematics: Number  Characteristics of Effective Learning  ❖ Year One and beyond:  ✓ Counting reliably with numbers to 100  ✓ Maths mastery  ✓ Problem solving  ✓ Visual resource perfect for pupils requiring additional support	<ul> <li>→ Number ordering</li> <li>→ Counting on and back with numbers up to 100</li> <li>→ Number formation</li> <li>→ Counting in two's, fives and tens</li> <li>→ Identifying odd and even numbers</li> <li>→ Number patterns</li> <li>→ Addition and subtraction, counting on or back</li> </ul>



Link to the curriculum	<b>Examples of learning outcomes</b>
<ul> <li>Exploring Stories (Product Code: W1007)</li> <li>♣ Early Years Foundation Stage: Flexible resource with cross curricular links e.g. Literacy Communication and Language Expressive art and design Understanding the world Characteristics of Effective Learning</li> <li>✓ Perfect for topic work e.g. space, light and dark, Owl Babies</li> <li>✓ Can be use as part of displays</li> <li>✓ Black and white contrast ideal for babies and children with sensory needs</li> <li>♣ Year One and beyond:</li> <li>✓ Perfect for topic work</li> <li>✓ Can be used as part of displays</li> </ul>	<ul> <li>→ Observing differences between light and dark</li> <li>→ Story retelling (e.g. Owl Babies)</li> <li>→ Introducing a narrative into play (space, small world)</li> <li>→ Children enjoy playing with small world models (space, small world)</li> </ul>
Exploring Music and Theatre (Product Code: W1007)  ❖ Early Years Foundation Stage: Communication and Language Moving and handling Expressive art and design Understanding the world Characteristics of Effective Learning  ❖ Year One and beyond: ✓ Music and listening	<ul> <li>→ Children begin to show interest in play with sounds, songs and rhymes</li> <li>→ Children handle equipment and tools effectively (handling instruments)</li> <li>→ Children know how to operate simple tech equipment, e.g. turning on a CD player</li> <li>→ Children explore the different sounds of instruments</li> <li>→ Children enjoy dancing and begin to</li> </ul>

move rhythmically



✓ Can be used as part of displays





Link to the curriculum	
Exploring Colours and Fract	ions (Product Code: W1008)

### **\*** Early Years Foundation Stage:

Flexible resource with cross curricular links e.g. **Mathematics** 

#### Literacy

Communication and Language Expressive art and design Understanding the world

**Characteristics of Effective Learning** 

#### **Year One and beyond:**

- ✓ Fractions
- ✓ Diagrams and pictorially representing data
- ✓ Visual resource particularly useful for pupils requiring additional support

### **Examples of learning outcomes**

- → Exploring colour
- → Sorting and classifying objects and shapes
- → Understanding sharing and halving
- → Understanding fractions (quarters and eighths)
- → Pictorially displaying data (e.g. Carroll diagrams)





#### Link to the curriculum

**Exploring Through Play, River & Town (Product Code: W1009)** 

#### **Early Years Foundation Stage:**

Flexible resource with cross curricular links e.g.

#### Literacv

Communication and Language Expressive art and design Understanding the world

**Characteristics of Effective Learning** 

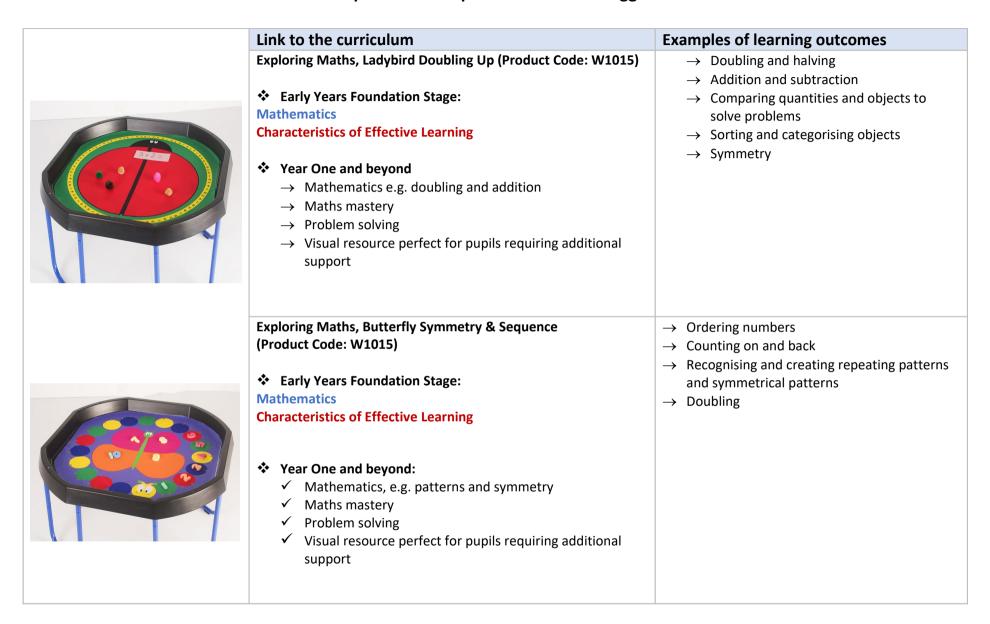
- ✓ Perfect for topic work e.g. transport, the world
- ✓ Can be use as part of displays

#### **Year One and beyond:**

- ✓ Perfect for topic work e.g. superheroes
- ✓ Can be used as part of displays

### **Examples of learning outcomes**

- → Story retelling (e.g. river insert- Three Billy Goats Gruff))
- → Introducing a narrative into play
- → Enjoying play with small world models
- → Using language to imagine and recreate roles and experience
- → Building stories around toys
- → Constructing models or props to support imaginative play





Links to the curriculum	Examples of learning outcomes
Exploring Food (Product Code: W1016)	→ Doubling and halving (e.g. food)
<ul> <li>♣ Early Years Foundation Stage: Flexible resource with cross curricular links e.g. Mathematics Literacy Personal, Social and Emotional Development Communication and Language Expressive art and design Understanding the world</li></ul>	<ul> <li>→ Sharing</li> <li>→ Understanding healthy food choices</li> <li>→ Story retelling (e.g. Goldilocks)</li> <li>→ Introducing a narrative into play</li> <li>→ Enjoying play with small world models</li> <li>→ Using language to imagine and recreate roles and experience</li> <li>→ Building stories around toys</li> <li>→ Handling tools effectively e.g. chopsticks or knife and fork)</li> </ul>
✓ PSED and topic work e.g. healthy eating	
Exploring Money (Product Code: W1016)    Early Years Foundation Stage:  Flexible resource with cross curricular links e.g.  Mathematics  ✓ Perfect for role plays such as shops and restaurants  ✓ Can be use as part of displays   Year One and beyond:	<ul> <li>→ Using everyday language related to money (Early Learning Goal)</li> <li>→ Recognising and naming coins</li> <li>→ Addition and subtraction</li> <li>→ Problem solving using coins e.g. using different coins to make a total amount.</li> </ul>
✓ Mathematics: money, addition, subtraction etc	
✓ Maths mastery	
✓ Problem solving	



Spaces4Kids Explorer Mats. User Suggestions.		