	Corr	e Skills			
FUNCTIONAL NUMERACY			GGA Level 11		
Independence and	Play/Leisure	Early/General Mathematical	Core Vocabulary		
Organisational Skills		Skills			
Pupils demonstrate	Plays games using number	Consistently rote counts to 20	Pupils understand and use the concept		
understanding of ordinals numbers	dice		of:		
first, second, third, in everyday		Counts along 10 items	Add Take-away		
situations	1		Equals		
Give 3 examples			Total		
1	2	Gives each item the correct	Sum		
2	3	number name when counting up to 10	Measure Second		
3	3		Third		
• Uses numbers/ quantities 1-5 in		• Begin to recognize numbers 1-10	Before		
the community	• Plays games using shape		After		
Give 3 examples	dice	Match numbers 1-10	Next to Middle		
1			When		
2			Calculator		
3		• Adds one more to a group of up to	Year		
	Builds models using 3D	10 objects and recount in response to 'how many now?'	January February		
• Recognises, identifies and uses	construction equipment		March		
£1 & £2 coins			April		
			May		
	Builds models using 3D junk	• Takes one away from a group of up to 10 objects and recount in response	June July		
• Organises self with correct	materials	to 'how many now?'	August		
money for an activity e.g			September		
swimming/shopping by matching			October		
coins to a model		• Counts a group of objects and gives	November December		
	Create patterns and	the final number counted as the total			
Can demonstrate understanding	sequences using a variety of	quantity	End of Key Stages 1 and 2		
of before and after in different	materials Cive 2 examples		(years 2 and 6) statutory		
daily contexts Give 3 examples	Give 3 examples 1	Demonstrates understanding of	assessment		
1	1	addition by combining 2 or more	Mathematics Standard 3		
2	2	groups of objects with numbers 1-5	• Demonstrate an understanding that the last number counted		
3			represents the total number of		
	3	Demonstrates understanding of	the count		
<ul> <li>Uses a calendar to track and</li> </ul>		subtraction by the taking away of	• Use real life materials e.g.		
name days of the week, turn to		objects from a group with numbers 1-5	apples and crayons) to add and		
and identify next month	• Recognises, identifies and		subtract 1 from a group of		
	uses 1p, 2p, 5p, 10p coins	• Use a calculator to add and take	objects and indicate how many		
• Measures quantities of weight		away numbers to 5	are now present		
to a given number up to 10			<ul> <li>Continue and copy more advanced patterns using real-</li> </ul>		
	• In role play shop/cafe uses	• Know & sequence the months of	life materials (e.g. apple, apple,		
	coins to 10p buy items	the year	orange, apple, apple, orange etc)		
<ul> <li>Measures quantities of volume</li> </ul>		Achieved more than 80% including End	······································		
to a given number up to 10		of Key Stage Standards?	• Identify how many objects		
			there are in a group of up to 10		
yes no			objects, recognizing smaller		
<ul> <li>When cooking weigh ingreatents to non-standard measures e.g.</li> </ul>			groups on sight and counting the		
cups			objects in larger groups up to		
			10		
<ul> <li>Recogises and identifies</li> </ul>					
significant times of the 50					
clock 58					

\* Pupils who have achieved more than 80% of General Mathematics at GGA Level 11 and Standard 3 for Mathematics will move on to the Development of Mathematics skills programme and assessment in addition to continuing through the subsequent functional numeracy assessment.

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