Core Skills										
FUNCTIONAL NUMERACY			GGA Level 7							
Independence and	Play/Leisure	General Mathematics	Core Vocabulary							
Organisational Skills										
 Responds to 'More' in familiar 	Experiments with stacking	 Begins to show an interest in 	Pupils can read, understand							
activities	objects in play	number rhymes, songs, stories	and use these concepts S-							
Give 3 examples		& games	symbols, W-words							
1			, ,							
	 Plays with bricks and knocks 	 Copy an adult modelling actions 	Now							
2	down towers	to a simple counting rhyme or	Big							
		chant e.g. nod head, pointing,	Small							
3		holding up fingers, vocalization	More (quantity)							
	 Uses playdoh to pull apart and 									
 Follows positional cues relating 	put back together and mold to									
to specific scenarios e.g. sits in	change its shape	Anticipate the end of familiar								
circle		sequences								
Give 3 examples										
1	 Experiments filling and emptying 	 Says/recognises/responds 								
	containers with a variety of	"gone or all gone"								
2	different materials									
3	 Responds to 'More' in play 									
	Give 3 examples									
 Follows directional cues to 	1									
travel to different places e.g.										
pointing/following sound	2									
reference										
Give 3 examples	3									
1										
	 Plays with simple inset puzzles, 									
2	putting pieces in and taking them									
	out									
3										
	 Sorts objects within play e.g. all 									
 Anticipate the next activity 	the cars in the garage, sheep in a									
following contextual cues of	field									
the day										
	 Matches big & small objects in 									
 Searches for items out of sight 	play activities									
relating to familiar routine										
activities										
 Tidies up resources sorting 										
according to type e.g. pencils,										
cars, balls										
 Tidied up resources placing 										
objects into a given container										
e.g. tray, tin, box										
			23							

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