

Explore and play

EYFS Aspect of learning

- Numbers

Busy Ant Maths F Topic

- Solving problems

Early learning goal (Exceeding Development)*

- Solves practical problems that involve combining groups of 2, 5 or 10

Activity 1: Small-world sorting or or or

Objective

- Count a set of objects by counting in groups

Resources

role-play area, structured to provide opportunities to count sets in twos, fives or/and tens (per group/pair)

What to do

Provide the children with opportunities to count sets in twos, fives or/and tens, depending on the resources available. For example:

- Cars: Sort these into colour groups and 'park' in pairs. Ask: **How many are there of each colour?** Drive the cars to the car park. They can only park in rows of five. Ask: **How many cars are parked in the car park?**
- Knights and castle: Make a procession of knights going to the castle, arranging them in pairs. Arrange the horses for jousting in groups of five. Ask: **How many are there?**
- Animals and ark: Arrange the animal procession into the ark. If they go in 'two by two', how many are there altogether?
- Farm animals: Give the children a paper circle to represent each field and say: **The farmer puts five (ten) animals into each field. How many animals are there in three fields? How many are there in five?** Children can use a number track to help them count, and then circle each field of five/ten animals.
- Dinosaurs: Make a 'dinosaur parade'. Provide a box of mixed dinosaurs with more than one of several types. The children sort these into pairs, arrange them in a 'parade' and then count them in twos.

*This unit covers the Early learning goal 'Exceeding Development' descriptor 11: *They solve practical problems that involve combining groups of 2, 5 or 10, or sharing into equal groups.*