# Subitize 1-3 objects in any arrangement (perceptual subitizing)

Activities: subitizing card games, 'make what you saw' games with counters.

## Recognise quantities 1-5 in regular arrangements – Numicon and 5-frames

Activities: subitizing games with 5-frame cards, 'make what you saw' games with 5-frames, recognising Numicon shapes.

## Subitize 4-6 objects in any arrangement (conceptual subitizing)

Activities: subitizing card games, 'make what you saw' games with counters, dominoes games.

### Recognise quantities 6-9 in regular arrangements – Numicon and 10-frames

Activities: subitizing games with 10-frame cards, 'make what you saw' games with 10-frames, recognising Numicon shapes.

### Relate forwards and backwards count sequences to one more/less

Activities: identifying number cards that have been turned over, ordering Numicon shapes.

## Learn addition number bond facts for 3, 4, 5 and 10 using 2-colour visuals

Activities: magic beans games, dominoes car park, 2-colour counter games, 'how many hiding' games, 2-colour dice pattern cards, 2-colour counters in 10-frames (10 counters in a 10-frame, counters 2 different colours), 'Make 10' number bond game.

## Learn addition number bonds for 6, 7, 8 and 9 using 2-colour visuals

Activities: dominoes car park, 'how many hiding' games, 2-colour 10-frame cards, 2-colour counters in 10-frames (6, 7, 8 or 9 counters in a 10-frame, counters 2 different colours), 'Make 6, 7, 8, 9' number bond game, 'Sum Connect 4'.

### Relate addition facts to inverse subtraction facts

Activities: 'How Many Hiding?', 'Difference Connect 4'. Inverse relationship of addition and subtraction shown using multilink cubes (e.g. 7 yellow cubes as the whole, 3 red cubes and 4 blue cubes as the parts). Comparison context questions used (e.g. 'Tim had 8 grapes; Kam had 5 grapes. How many more grapes does Tim have?').

### Relate number bonds to 10 to recall number bonds to 20

Activities: Visual representations used to connect bond to 10 facts with bond to 20 facts e.g. Slavonic abacus, Numicon, 10-frames.

# Use non-counting calculation strategies for near doubles facts and bordering 10

10-frames used to visually represent near doubles and bordering 10 calculations.

