

# NRICH problems ([nrich.maths.org](http://nrich.maths.org)) linked to the Curriculum for Wales Foundation Phase Framework for Reception

The stars indicate the level of confidence and competence needed to begin the activity. One star problems will be suitable for the whole class, two stars for the majority and three stars for those who like a serious challenge. Games are indicated by 'G', problems by 'P' and investigations by 'I'.

N.B. This is work in progress – we would really appreciate your comments. Please email [emp1001@cam.ac.uk](mailto:emp1001@cam.ac.uk)

Key: Normal text: LNF Statement Area of Learning Skill ❖ Extended skills ▲						
Strand / PoS Element	PoS Objective	NRICH Resources	PoS Objective	NRICH Resources	PoS Objective	NRICH Resources
<b>Using Number Skills</b> Use number facts and relationships	Recite a range of number rhymes and songs. ❖	NRICH EY: <a href="#">Number Rhymes</a>	Count reliably up to 10 objects.	<a href="#">How Many?</a> I * <a href="#">All Change</a> I *	Recite numbers up to 20, forwards and backwards, and from different starting points. ❖	
<b>Using Number Skills</b> Use number facts and relationships	Read and write numbers to at least 10.	<a href="#">Shut the Box</a> G *	Compare and order numbers to at least 10.		Understand that 0 means “none”. ❖	
<b>Using Number Skills</b> Use number facts and relationships	Use number facts up to 5. ❖		Count in 10s to 100. ❖	<a href="#">Fingers and Hands</a> P *	Count in 2s to 10. ❖	<a href="#">Clapping Times</a> P *
<b>Using Number Skills</b> Use number facts and relationships	Use ordinal numbers to 10 in daily activities and play. ❖	NRICH EY: <a href="#">Queuing</a>	Begin to read number words. ❖			
<b>Using Number Skills</b> Calculate using mental and written methods	Mentally recall ‘one more’ of a number within 10. ❖	NRICH EY: <a href="#">Number Rhymes</a>	Mentally recall ‘one less’ of a number within 10. ❖	NRICH EY: <a href="#">Number Rhymes</a>	Combine two groups of objects to find ‘how many altogether?’	<a href="#">Dot Card Games</a> G *

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<b>Using Number Skills</b>	Take away objects to find 'how many are left?'		Solve simple problems in a practical situation that involve simple addition and subtraction up to 5. ❖	NRICH EY: <a href="#">Tidying</a>	Talk about addition and subtraction instructions in play activities. ❖	<a href="#">Nim-7 for Two</a> G *
<b>Using Number Skills</b> Estimate and check Manage money	<b>Make a sensible estimate of up to 10 objects that can be checked by counting.</b> ❖		Use 1p, 2p coins to pay for items.			
<b>Using Measuring Skills</b> Length, weight/mass, capacity	Use direct comparisons with: -length, height and distance, e.g. <i>longer/shorter than</i>	NRICH EY: <a href="#">Making Caterpillars</a> NRICH EY: <a href="#">Long Creatures</a> NRICH EY: <a href="#">Tubes and Tunnels</a>	Use direct comparisons with: -weight/mass, e.g. <i>heavier/lighter than</i>		Use direct comparisons with: -capacity, e.g. <i>holds more/less than</i>	<a href="#">Compare the Cups</a> I *
<b>Using Measuring Skills</b> Time	Use the concept of time in terms of their daily activities		<b>Sing/chant the days of the Wk, months and seasons of the year in meaningful contexts, e.g. <i>when changing the class calendar.</i></b> ❖		Demonstrate a developing sense of how long tasks and everyday events take.	
<b>Using Measuring Skills</b> Temperature Area and volume, Angle and position	Use direct comparisons when describing temperature, e.g. <i>hot/cold.</i>		Move in given directions.		<b>Use prepositions to describe position.</b> ❖	NRICH EY: <a href="#">Queuing</a> NRICH EY: <a href="#">Position with Wellies</a> NRICH EY: <a href="#">Scooters, Bikes and Trikes</a>

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<b>Using Geometry Skills</b>  Shape	Recognise and name common 2D shapes ( <i>circle, square, triangle and rectangle</i> ) and some 3D shapes ( <i>cube, cuboid, and sphere</i> ) within play activities and the environment. ❖	NRICH EY: <a href="#">Making Footprints</a> NRICH EY: <a href="#">Exploring 2D Shapes</a>	Use 2D and 3D shapes to make models and pictures. ❖	NRICH EY: <a href="#">Making a Picture</a> NRICH EY: <a href="#">Building Towers</a> NRICH EY: <a href="#">Building with Solid Shapes</a>		
<b>Using Data Skills</b>  Collect and record data Present and analyse data Interpret results Pattern	Sort and classify objects using one criterion.	NRICH EY: <a href="#">Collecting</a> NRICH EY: <a href="#">Baskets</a> <a href="#">Sort the Street</a> I * <a href="#">Data Shapes</a> P *	Record collections using marks, numbers or pictures.		Recognise and repeat three object/colour/clapped patterns and sequences. ❖	Article <a href="#">Count the Beat</a>