

7. To be able to play a board game

Pre-Milestones

- Shows interest in new experiences – for example, when you show a new toy
- Shows interest in small objects or the detail of a toy – for example, will gaze at small beads in a rattle
- Reacts with sudden behaviour change when a face or object disappears suddenly from view
- Looks around a room with interest; visually scans environment for new and interesting objects and events
- Smiles with pleasure at recognisable playthings
- Shifts visual attention by looking from one object to another and back again
- Plays with and explores objects by touching them, looking at them, bringing them to the mouth and listening to the sounds they make
- Notices changes in groupings of objects, pictures and sounds - example they may look puzzled, unsettled or stop what they are doing
- Plays with objects, by banging, shaking, turning them around in their hands
- Shows interest in toys and other things that incorporate technology
- Watches toy being hidden and tries to find it
- Shows excitement during turn-taking games such as peek-a-boo – for example, claps hands as their turn gets closer
- Looks towards the floor when object is dropped by other people and looks for objects they drop themselves
- Explores new objects in an orderly way to investigate cause and effect – for example can pull on a string to get the connected toy
- Realises one object can act as a container for another – for example, puts smaller objects inside bigger ones and removes them again

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Milestone 7.1

The child can say number words in sequence.

Possible sequence of learning:

- Enjoys simple number rhymes
- Starts to take turns with adult
- Requests 'more'
- Uses number names spontaneously in play

<p>Milestone 7.2</p> <p><u>Stable order principle</u> The child knows that numbers need to be said in the same order.</p>	<ul style="list-style-type: none"> • Completes simple inset puzzle • Shows an awareness of where things belong • Begins to ask an adult for help • Carries out simple instructions • Shows an awareness of boundaries and routines • Recognises significant numerals • Counts objects randomly • Recites numbers in order to five
<p>Milestone 7.3</p> <p><u>One to one principle</u> The child can count using one number name for each object.</p>	<ul style="list-style-type: none"> • Uses fingers and thumb to pick up objects • Begins to give number names to an object in order • Listens to and understands simple game rules • Uses and understands language more / less • Represents numbers using fingers • Begins to subitise numbers 1-3 • Seeks out others to play with
<p>Milestone 7.4</p> <p><u>Cardinal principle</u> The knows that the last number counted represents the number in the set.</p>	<ul style="list-style-type: none"> • Spends longer at activities that interest them • Counts 1:1 with more accuracy and up to 5 • Begins to count backwards • Resolves conflicts with support from an adult • Understands and follows more complex game rules • Uses and understands positional language • Asks others confidently for help • Plays collaboratively using language to negotiate and co operate • Counts objects 1:1 to 10 • Rolls and releases a die • Plays a game with adult support • Resolves conflicts e.g. finds a compromise • Understands the need for turn taking and sharing • Understands that print carries meaning • Uses talk to help solve problems and organise their thinking • Recognises and repeats patterns • Copes with disappointment • Re-tell rules to others

Final Milestone

Order irrelevance

The child knows that the order in which items are counted or which item they start with is irrelevant as long as every item is counted once and only once. The child can play games with friends following rules. The child can subitise up to 6.