

# SEMI-FORMAL ROADMAP – FUNCTIONAL MATHS (NUMBER AND TOPIC)



- Hidden Curriculum**
  - Notices and works with stimuli
  - Exploring immediate environment
  - Responding to cause and effect
- Number**
  - Exploring more than one object
- Shape and Space**
  - Looking backwards and forwards at objects

PRE-STAGE 1

- Number**
  - Concept of 1
  - Uses 1:1 correspondence
  - Mathematical language such as "Gone" or "all Gone".
  - Number rhymes with repetition
  - Making groups
  - Role play and simple counting to 2 including with coins
- Shape and Space**
  - Matching
  - Sorting by colours
  - Handling shapes
- Measure**
  - Filling containers

PRE-STAGE 2

PRE-STAGE 3

PRE-STAGE 5

PRE-STAGE 6

- Hidden Curriculum**
  - Cause and effect activities
  - Attracting attention
  - Joint attention
- Number**
  - Early problem solving
- Shape and Space**
  - Looking at different actions
  - Manipulates objects
  - Playing with shapes
- Measure**
  - Now and next
  - Rhymes around numbers and songs
  - Visual timetable
  - Key points in the day



PRE-STAGE 4

- Number**
  - More than, less than, same
  - Rote counting to 3
- Shape and Space**
  - Exploring shapes with building
  - Patterns - Simple colours and shapes
- Measure**
  - Bigger, little, smaller, low, high, tall, heavy
  - Role play including with coins and notes

- Number**
  - Exploring numbers to 5
  - More than, fewer than
  - Recognising numbers to 10
  - Real life maths problems to 5
  - Combine amounts
- Shape and Space**
  - Explore simple 2D and 3D shapes
  - Prepositions
  - ABAB patterns
- Measure**
  - Exploring coins and notes
  - Days of the week
- Data Handling**
  - Sort objects based on simple criteria



- Number**
  - Representing, comparing and composition 0-20
  - One more, One less
  - Bonds beyond 10
  - Doubling, sharing and grouping
  - Even and odd
- Shape and Space**
  - Circles and triangles, spatial awareness and positional language
  - Shapes with 4 sides
- Measure**
  - Compare size, mass and capacity and explore patterns
  - Recognise and count coins
- Data Handling**
  - Sort objects based on a criteria



**EXIT PATHWAY**  
 Following this pathway pupils will be able to apply thinking skills to support and develop life skills such as using timetables, weighing and measuring during cooking, using money in shops and being able to tell the time practically. Pupils can also access the formal curriculum on completion of this pathway, further developing skills to become a successful adult with autism.