

# Spatial Reasoning Toolkit





Birth to 7 years









# This keyring includes typical spatial reasoning development and how adults can support this.



Please note:

- Ages are approximate
- Each child develops differently and at their own rate
- Ages are a guide and not expectations
- The stages build so earlier spatial learning continues to develop alongside new learning.









**Explore space** by moving, rolling, and stretching.













Provide stretches of uninterrupted time for babies to explore the spaces around them. Challenge babies to move or stretch towards objects that are just out of reach.





#### **Spatial Language:**

'too far', 'nearly'









Develop an awareness of their own bodies, where distinct parts are and their relation to each other.











Let babies play freely with their hands and feet, supporting developing body awareness through baby massage and songs like "This Little Piggy Went to Market."





#### **Spatial Language:**

'where is it?', 'round' 'up' and 'down'









Engage with spatial relationships, positions and directions, using gestures and concepts like 'in', 'on', 'under', 'up', 'down'











Provide bags and boxes for items to be stored, hidden, and moved. Talk about what is *in* the bucket or taking it *over there*.





#### Spatial Language: 'into', 'up high', and 'over there'









Explore space by crawling and walking.













Play games that involve curling and stretching, popping *up* and bobbing *down*.

Provide opportunities to explore large spaces and large objects, e.g. play tunnels.





#### **Spatial Language:**

'inside', 'on top' and 'jump up/down'









# Investigate fitting themselves

inside and moving through spaces.













Provide access to tunnels, boxes and spaces where children like to hide, squeeze into and move through. Support with commentary and gestures.





#### **Spatial Language:**

'inside', 'through', 'under,' 'over' and 'fit into'









#### Children are learning to: Explore familiar environments,

moving freely around and enjoying finding out about the world from new viewpoints.





#### 1 to 2 years







Provide large spaces with a variety of levels and support discovery of a range of viewpoints e.g. looking at things from above or below.





#### **Spatial Language:**

'up higher', 'over', 'on top of' and 'upside down'









Manoeuvre toys and themselves around objects and the environment.













Provide opportunities for children to push/pull toys around, travelling through, over, down, and around. Model making simple obstacle courses.





#### **Spatial Language:**

'Upside down', 'over the top', 'through', 'lower down'









Find their way around familiar environments, e.g. where they wash their hands.













Narrate different routes around their environment, emphasising position and direction, e.g. to find a hidden toy.

Provide outdoor toys for transporting objects, e.g. wheelbarrow.





#### **Spatial Language:**

'next to', 'behind' and 'all the way over there'









# Children are learning to: Recognise and predict familiar

routes e.g., says garage before they see it.





# **3-year-olds**







Talk about familiar routes, referring to landmarks and decision points. Demonstrate position and direction language.

Create walkways with children using stepping stones, planks or chalk lines.





#### **Spatial Language:**

'next', 'look under', 'after' 'before'

#### **3-year-olds**









# Children are learning to: Follow and give directions,

including *left* and *right* turns when accompanied by gestures.













Encourage children to describe position, give directions and refer to landmarks, e.g. in small world play, or when following pathways or creating obstacle courses and treasure hunts.





#### **Spatial Language:**

'forwards', 'backwards', 'sideways' and 'turn'







#### Children are learning to: Notice landmarks and use

these to find their way around familiar places.













Work with children to make linear route maps using wallpaper rolls and small world toys for landmarks. Ask children to think about walking a route '*in your head*' to recall the order of landmarks.





#### **Spatial Language:**

'first', 'then', 'next', 'alongside' and 'after'







#### Children are learning to: Predict the path of travelling objects, using the language of position, direction, and orientation.













Encourage children to: • play ball games and experiment with vehicles and ramps • direct the movement of programmable toys or each other • create maps to follow routes





with landmarks.

#### **Spatial Language:**

'over there', 'further/nearer', 'close to', 'along', 'around', 'between', 'left/right'









#### Children are learning to: Place things at approximately correct relative distances when creating maps or 3D models and identify representations of real-world features.













Create a school map and discuss distances and relationships between landmarks from different viewpoints.







#### **Spatial Language:**

'nearby', 'further away' and 'distance'









## Navigate simple routes.

Plan a simple route in a familiar environment using landmarks.











Ask children to visualise a route in their mind, including decision points.

Create journeys in small world play, ask what can a character see? What will they see next?





#### Spatial Language:

'route', 'left/right' and 'opposite'











For children's book ideas related to movement and navigation visit www.earlymaths.org/ spatial-books

Birth to 7 years





# For more ideas and information please scan the QR code below to visit the Spatial Reasoning Toolkit

















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