	<u>Autumn 1</u>	<u>Autu</u>	<u>mn 2</u>	<u>Sprin</u>	<u>g 1</u>	<u>Spri</u>	ng 2	Summ	<u>er 1</u>	Sum	mer 2
Potential Themes/ Interests of children	YEAR 1 AND 2 All About Me Autumn	YEAR 1 People Who Help Us Christmas	Nocturnal Animals Christmas	YEAR 1 Reptiles/ Dinosaurs Winter	YEAR 2 Space Winter	YEAR 1 Fairytales/ Growing Easter/ Spring	YEAR 2 Farm Easter/ Spring	YEAR 1 Under the Sea	YEAR 2 Bees	YEAR 1 Pirates Summer	YEAR 2 Holidays/ Transport Summer
Possible Celebrations & Experiences	Starting School Autumn Black History Month Diwali	Diwali Bonfire Night Children in No Remembranc National Nurs Week Advent Christmas	eed e Day	Valentine's Day Lunar New Yea Chinese New Y	r	World Book Da Comic Relief Mothers' Day	ay			Fathers' Day Sports Day Transition	У

EYFS AREA: MATHEMATICS NC Link: Mathematics	Statutory Guidance from the EYFS Framework for Mathematics: Developing a strong grounding in number is essential so that all children develop the necessary building blocks to excel mathematically. Children should be able to count confidently, develop a deep understanding of the numbers to 10, the relationships between them and the patterns within those numbers. By providing frequent and varied opportunities to build and apply this understanding - such as using manipulatives, including small pebbles and tens frames for organising counting - children will develop a secure base of knowledge and vocabulary from which mastery of mathematics is built. In addition, it is important that the curriculum includes rich opportunities for children to develop their spatial reasoning skills across all areas of mathematics including shape, space and measures. It is important that children develop positive attitudes and interests in mathematics, look for patterns and relationships, spot connections, 'have a go', talk to adults and peers about what they notice and not be afraid to make mistakes.							
Number and Numerical Patterns								
Intent								
	Children recognise, name and match colours. Children begin to show an interest in counting aloud verbally to 5. Children are able to 'give 1' when asked.	Children are able to verbally count to 5 with developing accuracy and develop an understanding of '2' e.g. giving 2 items or noticing 2 in the environment.	Children begin to verbally count to 10 with developing accuracy. Children develop an understanding of '3' e.g. giving 3 items or noticing 3 in the environment. Children begin to compare quantities that are significantly more than and less/ fewer than visually without counting them.	Children verbally count to 10 with developing accuracy. Children develop an understanding of '4' e.g. giving 4 items or noticing 4 in the environment. Children compare quantities that are significantly more and less visually without counting them.	Children accurately count to 10. Children develop an understanding of '5' e.g. giving 5 items or noticing 5 in the environment. Children develop subitising skills.	Children begin to understand that 5 can be shown in different ways and begin to subitise to 5. Children count to 10 and beyond.		
Vocabulary	Count, number, one, colour, colour names, number songs.	Count, number, one, two, number songs.	Count, number, one, two, three, number songs, more, less.	Count, number, one, two, three, four, number songs, more, less.	Count, number, one, two, three, four, five, number songs, dice, die, track, counting on, subitise, without counting.	Count, number, one, two, three, four, five, number songs, dice, die, track, counting on, subitise, without counting, number bonds, different.		
Implementation	Adults providing colour matching activities and modelling naming colours, adults to model counting out during	Adults to model counting out during various activities and daily routines, adults to ask children for	Adults to model counting out during various activities and daily routines, adults to ask children for three of	Adults to model counting out during various activities and daily routines, adults to ask children for four	Adults to model counting out during various activities and daily routines, adults to ask children for five of	Children showing 5 on their fingers in different ways e.g. how many fingers are up and how		

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	various activities and daily routines, adults to ask children for one of something and support children who are still learning to do this.	two of something and support children who are still learning to do this.	something and support children who are still learning to do this, activities based on more than and fewer than.	of something and support children who are still learning to do this, activities based on more than and fewer than.	something and support children who are still learning to do this, dice and track guided activities and within the nursery provision.	many are down, children Subitising using dice, numicon or dot cards, children counting to 10 and beyond during games, in adult guided groups or independently in play.
NURSERY Shape, Space and Measure						
Intent	Children play with shapes and begin to make pictures with them. Children build a simple jigsaw.	Children begin to describe the height and size of something using the terms 'tall' or 'short' and 'big' or 'small'.	Children use positional language 'in', 'out', 'on'. Children find shapes in the environment and use 3D shapes to build models.	Children use the terms 'long' and 'short' when describing height and size. Children understand and follow the instructions 'forwards' and 'backwards'.	Children begin to understand what a pattern is and follow a 2 part simple pattern. Children begin to describe and name some simple shapes – circle, square, triangle.	Children describe weight using 'heavy, light. Children copy or create a 2 part pattern. Children understand and use a range of prepositional language.
Vocabulary	Shape, shape names, together, new shape, pictures and images, jigsaw, missing, turn, tessellate.	Compare, big, small, tall, short, different.	In, out, on, shape, shape names, 3d shape, shape names, build, model, flat surface, smooth surface, curved surface.	Long, short, describe, compare, height, size, forwards, backwards.	Pattern, repeat, colour names, follow, copy, name, describe, shape, shape names, circle, square, triangle.	Heavy, light, weight, heavier, lighter, pattern, colour, repeat, up, down, under, on top, near, next to, across
Implementation	Children to have access to shapes to play with and build pictures with, children to have access to puzzles to complete.	Adults modelling the use of vocabulary, children completing activities based on height and size comparison.	Adults modelling the use of positional language. 3D Shapes available in provision for children to build with – adults modelling this and modelling the use of curves shapes Vs flat shapes.	Adults modelling the use of language, modelling forwards and backwards and playing games involving the skill.	Adults explaining what a pattern is and the rules of a repeating pattern, patterns in provision and activities, shapes for children to play with and use.	Children taking part in weight exploration tasks, children completing pattern tasks in guided activities, adults modelling prepositional language and supporting children

St. Mary's Primary School – EYFS Long Term Planning –Specific Areas to use these terms too. WHITE ROSE MATHS UNITS COVERED UNITS COVERED UNITS COVERED • Shape, Space and measure 5 - Start Comparison 1 – more than, fewer Shape, Space and Measure 3 – **LINKS** Explore position and routes than, same to puzzle Shape, Space and Measure 1 -Pattern 3 – Explore Patterns Pattern 5 – Making Patterns together Explore and build with shapes and Subitising 4 - Make games and Counting 4 - Take and give 1, 2, 3 Shape, Sapce and Measure 4 - Match, objects actions Pattern 1 - Explore Repeats talk, poush and pull Counting 5 - Show me 5 Counting 1 – Hear and say number Subitising 3 - Talk about dots Pattern 6 – My own pattern Counting 6 - Stop at 1,2,3,4,5 names Comparison2 - Compare and sort Counting 2 – Begin to order number collections Comparision 3 - Match, sort, names Pattern 4 – Lead on own repeats compare • Subitising – I see 1,2, 3 Pattern 2 – Join is with repeats Shape, Space and Measure 2 -Explore position and space Subitising 2 - Show me 1, 2, 3 Counting - Move and label 1, 2, 3 Objectives covered: Objectives covered: Objectives covered: Exploring colours Identifying the numeral 3, 4, 5, 6 Learning the days of the week - Learning the Matching colours Subitising 3, 4, 5, 6 routine Sequencing the day and activities Naming colours Counting 123456 Finding a matching pair Developing 1-1 correspondence Learning and understanding positional Exploring same and different Developing counting skill and technique language. Sort objects by colour, shape and size Adding one more -Taking one away Introduction to length and height Identifying sorting rules Introduction to measurement related Ordering numerals to 5 -Estimating Explaining what they notice vocabulary Exploring and naming 2D shapes Identifying the numeral 1 and 2 Introduction to weight Using shapes to build pictures Subitising 1 and 2 Learn about 2D shapes Exploring and naming 3D shapes

Introduction to mass related vocabulary

Introduction to capacity related vocabulary

Introduction to capacity

Comparing more and less - Counting amounts

Building and splitting numbers in different ways

Counting 1 and 2

Developing 1-1 correspondence

Developing counting skill and technique

	Exploring and extending AB colour patterns Copying and creating AB movement patterns Fixing patterns		LTT3 LONG TETTI Flamming —Specific Areas		Developing an in-depth understanding of which number comes next 1-5 and before 0-5. Getting ready for Reception	
The Reception Year provides the foundation for mathematical skills the children will build upon in Year one.	Number and place value (within 20): use the language of: equal to, more than, less than (fewer), most, least Identify and represent numbers using objects and pictorial representations including the number line	Addition and subtraction (within 20) (addition and subtraction Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) sign Read and write numbers from 1 to 20 in numerals and words	Number and place value (within 100): Begin to recognise the place value of each digit in a two-digit number (tens, ones)	Fractions: Recognise, find and name a half as one of two equal parts of an object, shape or quantity	Fractions: Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity	Multiplication and Division: count in multiples of twos, fives and tens solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations
	Comparing & Estimating: compare, describe and solve practical problems for: lengths and heights, mass/weight, time	Number Bonds: Represent and use number bonds and related subtraction facts within 20	Shape: Recognise and name common 2-D and 3-D shapes,	Positional Language: Describe position, direction and movement, including half, quarter and threequarter turns	Money: Recognise and know the value of different denominations of coins and notes	Time: Tell the time to the hour and half past the hour Recognise and use language relating to dates, including days of the week, weeks, months and years
RECEPTION Ongoing Mathematical skills developed throughout the year	 Linking the number symbol with its cardinal number value. Counting beyond ten. Comparing numbers. Understanding the 'one more/one less than' relationship between consecutive numbers. Comparing length, weight, and capacity. Select, rotate, and manipulate shapes to develop spatial reasoning skills. 					

	Composing and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.					
RECEPTION Mathematical knowledge regularly revisited						
Intent	Children develop knowledge of routines, ability to compare measures, verbally count and sing rhymes. Children continue to subitise to 3	Children count objects, actions, and sounds. Children subitise to 5	Children develop/consolidate their subitising skills to 5. Children develop knowledge of 2D shapes and are able to give one more and one less. Children recall number bonds 0-5	Children explore the composition of numbers to 8. Children continues to subitise and recall number bonds 0-8.	Children explore the composition of numbers to 10. Children subitise (conceptual). Children develop their automatic recall number bonds 0-10	Children explore the composition of numbers beyond 10. Children subitise (conceptual) Children have automatic recall number bonds 0- 10
Vocabulary	Happen, now, next, after that, smaller, larger, smallest, largest, number names, words to numbers songs.	Number names, count, without counting, how many.	Count, without counting, how many, shape, shape names, flat, sides, corners, smooth, one more, one less, adding one, taking one, bigger, smaller.	Number, number names, addition, count, without counting, how many, number bonds.	Number, number names, count, addition, larger, smaller, odd, even, more, less, number bonds.	Number, number names, count, addition, larger, smaller, odd, even, more, less, number bonds.
Implementation	Using a visual timetable to explain the day, water tray exploration, balance pan exploration, singing number rhyme songs daily including	Model counting objects correctly and incorrectly. Count my claps. Count how many coins in the pot with eyes closed.	Dot cards to subitise with, 2d shapes in provision and around the classroom for children to find, number lines in the classroom for children	Dot cards to subitise with, tens frames with numbers to 8 for children to use, exploration of each number – working systematically to find	Continue to access mathematical continuous provision — tens frames, numicon, using Subitising dot plates and images, number	Continue to access mathematical continuous provision – tens frames, numicon, using Subitising dot plates and

	props and actions – fingers.	Dot cards to subitise with.	to model one more and one less, starter activities to recap prior learning.	all the ways to make each number.	bond songs and using fingers to find answers.	images, number bond songs and using fingers to find answers.
White Rose Maths EYFS Overview Where White Rose 'Number-related' topics are indicated a combination of the unit and NCETM to be used.	Getting to Know you: Build trusting relationships Ensure children have good levels of well-being and involvement to be ready to learn. Match, Sort and Compare: Matching objects Match pictures and objects Identify a set Sort objects to a type Exploring sorting techniques Create sorting rules Compare amounts Talk about Measures and Patterns: Compare mass Compare capacity Explore simple patterns Copy and continue simple patterns Create simple patterns Create simple patterns	It' me 1,2,3!: Find 1, 2 and 3 Subitise 1, 2 and 3 Represent 1, 2 and 3 1 more 1 less Composition of 1, 2 and 3 Circles and Triangles: Identify and name circles and triangles Compare circles and triangles Shapes in the environment Describe position 1, 2, 3, 4, 5: Find 4 and 5 Subitise 4 and 5 Represent 4 and 5 1 more 1 less Composition of 4 and 5 Composition of 1 – 5 Shapes with 4 sides:	Alive in 5: Introduce zero Find o to 5 Subitise o to 5 Represent o to 5 Mass and Capacity: Compare mass Find a balance Explore capacity Compare capacity	Growing 6,7,8 (Continued): Find 6,7,8 -Represent 6,7,8 -1 more -1 less -Composition of 6, 7, 8 Length, Height and Time: Explore Length Compare Length Explore Height Compare Height Compare numbers to 10 Represent 9 and 10 Conceptual subitising to 10 Explore 3D shape -Recognise and name 3D shapes -Find 2D Shapes within 3D shapes -Use 3D Shapes for tasks	To 20 and Beyond: - Build Numbers beyond 10 (10 – 13) Continue patterns beyond 10 (10 -13) Build numbers beyond 10 (14 – 20) How Many Now? -Add more -How many did I add? -Take away -How many did I take away? Manipulate, compose and decompose Select shapes for a purpose Rotate shapes Manipulate shapes Explain shape arrangements Compose shapes - Decompose shapes - Decompose shapes - Copy 2-D shape pictures - Find 2-D shapes within 3-D shapes (2 lessons) - Checkpoints	Sharing and grouping Explore sharing Sharing (2 lessons) Explore grouping Step 4: Grouping Even and odd sharing (2 lessons) Play with and build doubles (2 lessons) Checkpoints Visualise, build and map Identify units of repeating patterns Create own pattern rules Explore own pattern rules Replicate and build scenes and constructions Visualise from different positions Describe positions Step 4: Give instructions to build Explore mapping Represent maps with models

Identify and name	-3D Shapes in the	Create own maps
shapes with 4 sides.	environment	from familiar places
Combine shapes		Create own maps
with 4 sides		and plans from
Shapes in the		story situations
environment		Checkpoints
My day and night		Make connections
, , ,		Deepen
		understanding
		Patterns and
		relationships
		Consolidation