

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Autumn 1			Number Facts	Number Facts	Number Facts	Numerical Numerical	<mark>Numerical</mark>
						<b>Patterns</b>	<b>Patterns</b>
	SETTLING	BASLINE	Count beyond	Count	Link the		
	WEEK	ASSESSMENTS	ten (just to 5	objects,	number symbol	Explore and	Continue, copy
			at the	actions and	(numeral) with	represent	and create
			moment).	sounds.	its cardinal	patterns within	repeating
					number value.	numbers up to	patterns.
			- Recognise,	- Count, up to		10 (just 5 at	
			say and	5 objects, by	- Identifying	the moment).	- Recognise and
			identify	saying one	numerals to 5.		describe a 2-
			numerals 1 to	number name	- Counting sets	- Identifying	step pattern.
			5.	for each item.	of objects, e.g.	numerals to 5.	- Extend a 2-
			- Count	- Know that	counters on a	- Filling in the	step pattern.
			forwards to 5	numbers	fives frame,	missing	- Create a 2-
			from 1.	identify how	fingers,	number/s on	step pattern.
			- Count	many objects	numicon,	number	- Then move
			backwards	are in a set	compare bears	patterns to 5.	onto looking at
			from 5 to 1.	and that the	etc.	- Continuing	3-step
			- Count	last number in	- Matching	number	patterns.
			forwards and	the count	numeral to	patterns past	
			backwards	gives the total.	quantity	5.	
			from a given		activities.		



			number, within	- Realises			
			5.	anything can			
			Say the	be counted.			
			number that	- Count actions			
			comes after a	or objects.			
			given number	- Count out up			
			within the	to 5 objects			
			number	from a larger			
			sequence 1-5.	group.			
Autumn 2	Number Facts	Number Facts	Number Facts	Number Facts	<mark>Numerical</mark>	<b>Numerical</b>	<b>Numerical</b>
					<mark>Patterns</mark>	<b>Patterns</b>	<mark>Patterns</mark>
	Compare	Explore the	Understand he	Subitise.			
	numbers.	composition of	'one more		Select, rotate	Compose and	Compose and
		numbers to 10	than/one less	- Estimate	and manipulate	decompose	decompose
	- Comparing	(just to 5 at	than'	how many	shapes in	shapes so that	shapes so that
	two groups of	the moment).	relationship	objects and	order to	children	children
	objects using		between	check by	develop spatial	recognise a	recognise a
	the language of	- Compose	consecutive	counting them.	reasoning	shape can	shape can have
	more	numbers up to 5.	numbers.	_	skills.	have other	other shapes
	than/fewer	- Use the part,				shapes within	within it, just
	than/equal	part whole	- Say the		- Name and	it, just as	as numbers
	to/same as.	model with	number that is		describe 2D	numbers can.	can.
	- Identifying	numbers to	one more/one		shapes.		
	the odd one	- Begin to use	less than a		- Matching 2D		- Finding
		the vocabulary			shapes.		shapes in



out in a group of objects.	involved in adding Find the total number of items in two groups.	given number, within 5 Find one more/one less from a group of up to five objects.		- Exploring shapes and position (tangrams) Building with 2D shapes.	- Name and describe 2D and 3D shapes Looking at images/models where they are shapes within shapes Practising making a shape with other shapes.	Christmas images/models.
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	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Spring 1	Number Facts	Number Facts	Number Facts	Number Facts	Number Facts	Number Facts	Number Facts
	Count beyond ten.	Count objects, actions and sounds.	Link the number symbol (numeral) with	Explore the composition of numbers to 10	Explore the composition of numbers to	Explore the composition of numbers to	Understand he 'one more than/one less
	- Recognise,		its cardinal	(just to 5 at	10.	10.	than'
	say and	- Count, up to	number value.	the moment).			relationship
	identify	10 objects, by					between



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	numerals 1 to	saying one	- Identifying	- Compose	- Compose	- Use the part,	consecutive
	10.	number name	numerals to 10.	numbers up to	numbers up to	part whole	numbers.
	- Count	for each item.	- Counting sets	5.	10.	model with	
	forwards to 10	- Know that	of objects, e.g.	- Use the part,	- Using	numbers to	- Say the
	from 1.	numbers	counters on a	part whole	interlocking	- Begin to use	number that is
	- Count	identify how	fives frame,	model with	cubes to	the vocabulary	one more/one
	backwards	many objects	fingers,	numbers to	explore the	involved in	less than a
	from 10 to 1.	are in a set and	numicon,	- Begin to use	composition of	adding.	given number,
	- Count	that the last	compare bears	the vocabulary	numbers to 10.	- Find the total	within 10.
	forwards and	number in the	etc.	involved in	Using tens	number of	- Find one
	backwards	count gives the	- Matching	adding.	frames to	items in two	more/one less
	from a given	total.	numeral to	- Find the total	explore the	groups.	from a group
	number, within	- Realises	quantity	number of	composition of		of up to ten
	10.	anything can be	activities.	items in two	numbers to 10.		objects.
	Say the	counted.		groups.			
	number that	- Count actions					
	comes after a	or objects.					
	given number	- Count out up					
	within the	to 10 objects					
	number	from a larger					
	sequence 1-10.	group.					
Spring 2	<b>Numerical</b>	Numerical	<b>Numerical</b>	<b>Numerical</b>	<b>Numerical</b>	<b>Numerical</b>	<b>Numerical</b>
	<mark>Patterns</mark>	<b>Patterns</b>	<b>Patterns</b>	<b>Patterns</b>	<b>Patterns</b>	<mark>Patterns</mark>	<b>Patterns</b>
						Double facts.	



Compare	Compare	Compare	Explore and	Odds and	- Completing	How quantities
length, weight	length, weight	length, weight	represent	evens.	patterns.	can be
and capacity.	and capacity	and capacity	patterns		- Identifying	distributed
(focusing on	(focusing on	(focusing on	within numbers	- The story of	which object	equally.
length).	weight).	capacity).	up to 10.	Osman Odd and	will go next,	
				Eshal Even.	e.g. domino.	- Sharing out
- Size	- Size	- Size	- Identifying	- Sorting odd	- What	objects equally.
- Shape	- Shape	- Shape	numerals to 10.	and even	happens to the	- Talking about
- Big/small etc.	- Heavy/light	- Full/half	- Filling in the	numbers.	total of each	how we know it
objects	etc. objects	full/empty etc.	missing	- Colouring odd	objects, e.g.	is fair.
	- Scales	objects	number/s on	and even	domino.	- Sharing out
		- Glasses of	number	numbers.		objects that
		water	patterns to 10.	- Filling in odd		result in
			- Continuing	and even		unequal
			number	numbers.		amounts and
			patterns past	- Pairing odd		explaining why
			10.	and even		it is unfair.
				numbers.		

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
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Summer 1	Number Facts	Number Facts	Number Facts	Number Facts	Number Facts	Number Facts	Number Facts
	Count beyond ten.	Subitise.	Have a deep understanding	Explore the composition of	Explore the composition of	Automatically recall number	Double facts.
		- Perceptually	of numbers up	numbers to	numbers to	bonds up to 5	- Completing
	- Count	subitise up to	to 10.	10.	10.	and some	patterns.
	forwards to 20	10 (ordered				number bonds	- Identifying
	from O.	arrangement).	- Represent	- Compose	- Use the part,	to 10.	which object
	- Count	- Conceptually	numbers to 10	numbers up to	part whole		will go next,
	backwards	subitise up to 5	using concrete,	10.	model with	- Flash cards.	e.g. domino.
	from 20 to 0.	(random	marks on paper	- Using	numbers to		- What
	- Count	arrangement).	or pictures.	interlocking	- Confidently		happens to the
	forwards and			cubes to	to use the		total of each
	backwards			explore the	vocabulary		objects, e.g.
	from a given			composition of	involved in		domino.
	number, within			numbers to 10.	adding.		
	20.			Using tens	- Find the total		
	- Say the			frames to	number of		
	number that			explore the	items in two		
	comes after a			composition of	groups.		
	given number			numbers to 10.			
	within the						
	number						
	sequence 0 -						
	20.						



	- Say the						
	number that						
	comes before a						
	given number						
	within the						
	number						
	sequence 1 -						
	20.						
	- Count up to						
	20 objects.						
	- Count up to						
	20 objects						
	from a larger						
	group.						
Summer 2	Numerical	<b>Numerical</b>	<b>Numerical</b>	<b>Numerical</b>			
	<b>Patterns</b>	<b>Patterns</b>	<b>Patterns</b>	<b>Patterns</b>			
					(	CONSOLIDATION	١
	Compare	Verbally count	Revisit 2D and	Revisit odds			
	quantities up	beyond 20,	3D shapes.	and evens,			
	to 10 in	recognising the		double facts			
	different	pattern of the	- Exploring	and how			
	contexts,	counting	shapes and	quantities can			
	recognising	system.	position	be distributed			
	when one		(tangrams).	equally.			
	quantity is						



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gre	eater than,	- Counting	- Building with	- Identifying	
les	ss than or	forwards and	2D shapes.	odd and even	
the	e same as	backwards.	- Looking at	numbers.	
the	e other	- Rolling a dice	images/models	- Identifying	
que	antity.	and moving	where they are	the double of	
		that number of	shapes within	numbers up to	
- 9	Saying which	steps forward.	shapes.	5.	
que	antity is	Can they name	- Practising	- Sharing	
gre	eater.	what number	making a shape	objects out	
- 9	Saying which	they have	with other	equally.	
que	antity is	landed on?	shapes.		
fe	ewest.	- Snakes and			
- 9	Saying	ladders.			
wh	nether any of				
the	e quantities				
are	e the same.				
- 9	Saying which				
que	antity they				
wo	ould choose				
and	id why.				