## Reception Maths Overview



## Reception Maths Overview

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

## Reception Maths Overview

| out in a group of objects. | involved in adding. <br> - Find the total number of items in two groups. | given number, within 5. <br> - Find one more/one less from a group of up to five objects. |  | - Exploring shapes and position (tangrams). <br> - Building with 2D shapes. | - Name and describe 2D and 3D shapes. - Looking at images/models where they are shapes within shapes. <br> - Practising making a shape with other shapes. | Christmas images/models. |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |


|  | 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. <br> - Recognise, say and identify | Count objects, actions and sounds. <br> - Count, up to 10 objects, by | Link the number symbol (numeral) with its cardinal number value. | Explore the composition of numbers to 10 (just to 5 at the moment). | Explore the composition of numbers to 10. | Explore the composition of numbers to 10. | Understand he 'one more than/one less than' relationship between |

## Reception Maths Overview

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

## Reception Maths Overview

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

## Reception Maths Overview



## Reception Maths Overview

|  | - Say the <br> number that <br> comes before a <br> given number <br> within the <br> number <br> sequence 1- <br> 20. |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |

## Reception Maths Overview



