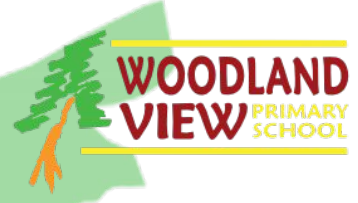




FS Maths

Long Term Overview

Autumn Term



Wk	Unit	Learning content (Curriculum learning intentions)
1	Getting to know you	This time is spent getting to know the children as they settle into school.
2		
3	Match, sort and compare	<ul style="list-style-type: none"> • Know what 'matching' means • Use the terms 'same' and 'different' • Match objects with other objects • Match objects with pictures • Identify a set of objects • Know what 'sorting' means • Sort objects according to a 'type' • Explore sorting techniques and create own sorting rules • Compare amounts and use the language 'more' and 'fewer'
4		
5	Talk about measure and patterns	<ul style="list-style-type: none"> • Compare and order objects by size • Use language such as 'big', 'little', 'large' and 'small' • Develop specific language - e.g. 'tall' and 'short' for height, 'long' and 'short' for length • Use language such as 'heavy' and 'light' to compare • Use balancing scales to compare mass • Compare capacity • Use the language 'full' and 'empty' • Explore simple patterns and know that a pattern is a repeated unit • Copy and continue simple patterns • Create own simple patterns
6		
7	It's me 1,2,3	<ul style="list-style-type: none"> • Recognise, subsidise and represent the numbers 1, 2 and 3 • Begin to find one more and one less using a number track (numbers up to 3) • Know which 2 numbers can be added together to make 1, 2 and 3
8		
9	Circles and triangles	<ul style="list-style-type: none"> • Identify and name circles and triangles • Know positional language such as in, on, under, next to, behind, in front etc.
10	1,2,3,4,5	<ul style="list-style-type: none"> • Recognise,subtilise and represent the numbers 4 and 5 • Find 1 more and 1 less of numbers to 5 • Know which 2 numbers can be added together to make 4 and 5
11		
12	Shapes with 4 sides	<ul style="list-style-type: none"> • Identify, name and create some 4 sided shapes (squares and rectangles) • Know the difference between the key events in their daily routine • Distinguish between things that happen in the day or night. • Use key language such as 'night', 'morning', 'afternoon', 'today' and 'tomorrow' to describe different events.

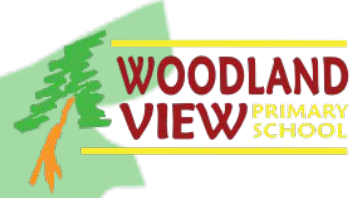
Please note that teachers may need to adapt these plans to address the needs of their classes so the weeks/order may not always correlate.



FS Maths

Long Term Overview

Spring Term



Wk	Unit	Learning content (Curriculum learning intentions)
1	Alive in 5	<ul style="list-style-type: none"> Understand what zero means Find, subitise and represent numbers from 0 to 5 Find 1 more and 1 less than any number from 0 to 5 Know which two numbers can be added together to make numbers to 5
2		
3	Mass and capacity	<ul style="list-style-type: none"> Compare the mass of two items Find two items that balance Explore and compare capacity
4	Growing 6, 7, 8	<ul style="list-style-type: none"> Recognise, subitise and represent the numbers 6, 7 and 8 Find 1 more and 1 less of numbers to 8 Know which 2 numbers can be added together to make 6, 7 and 8 Make pairs of numbers Find and make doubles to 8 Combine two groups to make a total up to 8
5		
6	Length, height and time	<ul style="list-style-type: none"> Explore and compare length Explore and compare height Know what 'time' is referring to Order and sequence events by time of day
7		
8	Building 9 and 10	<ul style="list-style-type: none"> Recognise, subitise and represent the numbers 9 and 10 Find 1 more and 1 less of numbers to 10 Know which 2 numbers can be added together to make numbers to 10 Find and make doubles to 8 Explore odd and even
9		
10		
11	Explore 3D shapes	<ul style="list-style-type: none"> Recognise and name some 3D shapes Find 2D shapes within 3D shapes Identify, copy and continue patterns Find patterns in the environment
12		

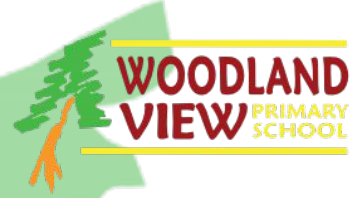
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FS Maths

Long Term Overview

Summer Term



Wk	Unit	Learning content (Curriculum learning intentions)
1	To 20 and beyond	<ul style="list-style-type: none"> Build numbers and continue patterns beyond 10 Count verbally beyond 20
2		
3	How many now?	<ul style="list-style-type: none"> Know how to 'add' more and 'take away' objects Know how many items have been added or taken away from a group of objects
4	Manipulate, compose and decompose	<ul style="list-style-type: none"> Know how to select shapes for a purpose Know how to rotate and manipulate shapes Know how to compose and decompose shapes Know how to copy 2D shape pictures Know how to find 2D shapes within 3D shapes
5		
6	Sharing and grouping	<ul style="list-style-type: none"> Explore sharing and grouping Explore odd and even sharing Play with a build doubles
7		
8	Visualise, build and map	<ul style="list-style-type: none"> Identify the elements of repeating patterns Create and explore own pattern rules Describe the positions of objects Give instructions to someone to build Explore mapping and represent maps with models Create own maps of familiar places and story situations
9		
10		
11	Make connections	<ul style="list-style-type: none"> Deepen understanding of patterns and relationships
12	Consolidation	<ul style="list-style-type: none"> Use this time to consolidate any specific areas that have been identified

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