Donnington Wood Infant School and Nursery Maths Reception Long Term 'small steps overview'



Reception Autumn 1	Reception Autumn 2	Reception Spring 1	Reception Spring 2	Reception Summer 1	Reception Summer 2
Transition	What is 4? Counts objects to 4 Counts objects to 4 Counts on tregular arrangement of objects up to 4 (order of trelevance principle) Can count a given number (up to 4) of objects from a larger group (Cardnal principle) Can abilitie (recognize quantities without counting) up to 4 Recognises numeria 1 Selects correct numeral to represent objects 1.4	What is 7,8 and 9? Counts objects to 9 Counts on tregular arrangement of objects up to 9 (order of trelevance principle) Cardinal principle) Cardinal principle) Cardinal principle Cardinal principle	Taking away Finds one less than a given number Use language twolved in subtraction Can read a number sentence suboying how to find the answer Knows that in an addition calculation the answer will get bigger and in a subtraction the number gets smaller	15, 16, 17 Knows number names to 17 Can say number names to 17 Recognises numeris to 17 Can explain tern numbers as 10 and more Can place numeris to order to 17 Can count on when part of a set of objects is hidden	Time Can order and sequence familiar events Recognises some equipment used to tell the time og watch, clock, sand timer Can measure short period of time in simple ways e.g. counting, timers, music Begins to use time related language
Baseline	What is 5? Counts objects to 5 Counts on tregular arrangement of objects up to 5 (order of trelevance principle) Can counts a given number (up to 5) of objects from a larger group (Cardinal principle) Can sublet (recognise quantities without counting) up to 5 Recognises numerals 1.5 Selects correct numeral to represent objects 1-5	What is 10 and 0? Courts of pressult arrangement of objects up to 10 (order of trelevance principia) Can courts a given number (up to 6) of objects from a larger group (Cardinal principia) Can sublitic recognise quantities without counting) up to 6 Recognise numerals 6-10 Selects correct numeral to represent objects 6-10 Can sublitie small amounts eg 3+4 to make up a larger number	Taking away Using quantities and objects, add and subtract two single digit numbers Count on or back to find the answer.	18, 19,20 Know number names to 00 Con say number names to 000 Recognises numerois to 20 Can explain tern numbers as 10 and _ more Can place numerals in order to 20 Can count on when part of a set of objects is hidden	Weight Uses correct language to compare eg heavy, heavier or heaviest Begins to use language to compare "han." Orders two tenus by weight or capacity Uses language to compare ag. "b. kedver than" Can estimate and predict showing awareness of comparatives eg weight of objects compares sets of objects up to 10 in different contexts, considering size and difference,
Baseline What is 1? Counts up to 1 objects by saying one number name for each item Cardnad priven number (up to 1) of objects from a larger group (Cardnad privedpil) Cardnad privedpil) Cardnad prive quantities without counting) up to 1 Recognities numerals 1 Selects correct numeral to represent objects 1	Composition of numbers to 5 In practical activities and discussion begins to use the language of addition and subtraction Find different ways to make the same total Number bonds to 5	Addition Finds the total of two groups by counting them all Uses vocabulary involved in adding Introduce number bonds to 10	Sharing/halving Understands the term sharing Can taik about sharing being fair Can demostrate how to share groups of objects Can erfer to halving inseming two equal parts Understand that halving is sharing between 2 Can demonstrate halving an object	Doubling Understands the term doubling Can recall some doubling facts up to 5+5	Length/height Orders up to three objects by height or length Uses correct language to compare eg long, longer, longest Begins to use language to compare e.g. "_ist caller than_" Uses language to compare e.g. "_ist caller than_"
What is 2? Counts up to 2 objects by saying one number name for each item Can count a given number (up to 2) of objects from a larger group (Cardinal principle) Can subsitise (recognise quantities without counting) up to 2 Recognises numerals 1-2 Selects correct numeral to represent objects 1-2	Comparing quantities Uses language of more to compare sets Uses language of fewer to compare sets	Addition Can read a number sentence using the correct language Can model a number sentence showing how to find the answer Knows that in an additor accludation the answer will get bigger and in a subtraction the number gets smaller Uring quantities and objects, add and subtract two single digit numbers Count on or back to find the answer.	Sharing/halving Can demonstrate how to share groups of objects Understands the term equal Understand thaving is sharing between 2 Can demonstrate halving an object Can demonstrate halving a quantity	Doubling Understands the term doubling Can recall some doubling facts up to 5+5	Capacity Begins to use language to compare ".ntan" Use language to compare different containers Orders two terms by weight or capacity Can estimate and predict showing awareness of comparatives eg sizes of containers compares sets of objects up to 10 in different contexts, considering size and difference;
Pattern Can continue a simple AB repeating pattern by colour Can continue a simple AB pattern by shape Recreate simple AB pattern by two components e.g. shape and colour Recognise, create and describe patterns	One more/one less Say the number that comes after a given number in sequence 1-5 (then 1-10) to mumber that comes before a given number in sequence 1-5 (then 1-10) Folds one more than a given number Finds one less than a given number	Time Children begin to recognise some o'dock times such as 12 o'dock dinner time, 3 O'dock home time Children use a range of time related language (see vocabulang list) Talk about past, present and future events and routines in a variety of time contexts (e.g. over a week, over a dag, within a short space of time)	11++12 Known number name in order to 12 Can sag number name in order to 12 Recogniss numerals to 12 Can splant en numbers as 10 and _ more Can place numardis in order to 12 Can count on when part of a set of objects is hidden	Money Can role play the sequence of events that occur in a shop Begiots to use the language of money through play Uses language related to money	Consolidate number Number bonds to 10 Addition and subtraction
What is 3? Consolidate 1,2,3 Cours up to 3 objects by saying one number name for each tem Can court a given number (up to 3) of objects from a larger group (Cardinal principle) Can sublists (recognise quantities without counting) up to 3 Recognises numerals 1-3 Selects correct numeral to represent objects 1-3	What is 6? Counts objects to 6 Counts a threquiar arrangement of objects up to 6 (order of irrelevance principle) Can count a given number (up to 6) of objects from a larger group (Cardinal principle) Can subsite (recognise quantities without counting) up to 6 Recognises numeria 1:6 Selects correct numeral to represent objects 1:6	3d Shape Begin to recognise and name shapes (both 2D and 3D) Begin to use shape language e.g. straight, pointy, curry, round Selects a particular named shap Understands that a 3D shape is a solid shape Names 3D shapes including cone, sphere, cylinder, cubid, cube Uses mathematical language to describe shapes (face and edges)	13 +14 Knows number names to 14 Can say number names in order to 14 Recognises numerals to 14 Can optian stem numbers as 10 and _ more Can place numerals in order to 14 Can count on when part of a set of objects is hidden		Consolidate number Number bonds to 10 Addition and subtraction
2d Shape Begin to recognise and name shapes (both 2D and 3D) Begin to use shape language e.g. straight, pointy, curvy, round Selects a particular named shape Understand shat 2D shape is a flat shape Name: 2D shapes including rectangle/oblong, circle, square, triangle	Positional language Can use positional language Can tild about their relative position Can tild about their relative position, and the position of objects and Rems using correct positional language				