## Mathematics Development

|  | Autumn 1 <br> Starting Point - <br> 'Magical Me' | Autumn 2 <br> Starting Point - <br> Sparkle \& Shine' | Spring 1 <br> Starting Point - <br> 'What is your superpower?' | Spring 2 <br> Starting Point - <br> 'Once upon a time' | Summer <br> 1 <br> Starting Point - <br> 'Our Wonderful World' | Summer $2$ <br> Starting Point - <br> 'Imagine' |
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| Areas of learning covered. | 1:1 <br> Recognising and or <br> Formation of <br> Sub <br> Counting gro <br> Pat | ting. <br> ing numbers to 10 <br> tten numbers. <br> sing. <br> of objects. <br> rn. | Number bon <br> Counting <br> Addition and <br> 2D \& 3D | s to 10. <br> 20. <br> traction. <br> apes. | Addition and <br> Units of <br> Mor <br> Recognising and or <br> Weight | ubtraction. <br> surement. <br> ess. <br> ing numbers to 20. <br> Capacity. <br> h. |
| Reception Skills | To count up to 10 objects with 1:1 correspondence. | To find the total of 2 groups of objects. | To use non-standard units to measure length, weight and capacity. | To use objects to solve addition and subtraction problems. | To know that addition and subtraction problems can be solved by counting | To know addition and subtraction problems can be solved by counting forwards or |


|  | To match quantities to numeral. <br> To begin to recognise numbers automatically on a dice/card to 5. | To order numbers to 10 . <br> To identify 2D shapes and talk about their properties. <br> To begin to recognise numbers automatically on a dice/card to 5. <br> To be able to count to 10 independently. | To use money during role play activities to buy items. <br> To begin to explore number bonds to 5 . <br> To be able to count to 20 independently. | To share objects between a group of people equally. <br> To explore number bonds to 10. | forwards or backwards on a number line. <br> To use rulers to measure length, scales to measure weight and jugs/containers to measure capacity. <br> To read the time to O'clock on a digital and analogue clock. | backwards on a number line. <br> To use rulers to measure length, scales to measure weight and jugs/containers to measure capacity. <br> To make observations of and compare length, weight and capacity. |
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| Reception <br> Knowledge | To say the number names to 10 in order. | To know that addition involves combining two or | To know the names of basic 2D shapes. | To know that addition involves combining two or | To know that the word 'more' indicates that the | To know the names of some 3D shapes. |



|  |  | To say the days of the week in order. <br> To begin to say the months of the year in order. <br> To know that patterns are repeated designs. | To know the difference between odd and even. | faces, vertices and edges. <br> To be able to count, order and recognise numbers to 20. <br> To use a number line to help solve simple addition and subtraction number problems | To know that halving means splitting a quantity in two and doubling means having two quantities of the same amounts. <br> To know that sharing equally means everyone has the same amount of an object. <br> To know that the long hand represents the minutes and the short hand represents hours. |  |
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