

Reception: Maths Sequence of Learning and Progression

Maths			
	Autumn Term	Spring Term	Summer Term
Number	<p>1.1. Develop the key skills of counting objects including saying the numbers in order and matching one number name to each item.</p> <p>1.2. Estimate and guess how many there might be before counting.</p> <p>1.3. Joins in and sings counting songs and number rhymes. Listen to and enjoy stories that involve counting.</p>	<p>2.1. Look at small quantities in familiar patterns – for example a dice – and random arrangements, saying how many they can see.</p> <p>2.2. Use 5 frames and 10 frames to become familiar with the tens structure of the number system. Talk about how many spaces are filled or unfilled.</p> <p>2.3. Link the number symbol (numeral) with its cardinal number value.</p>	<p>3.1. Explore the composition of numbers to 10</p> <p>3.2. Automatically recall number bonds for numbers 0-5/0-10.</p> <p>ELG Number Have a deep understanding of number 10, including the composition of each number.</p> <p>ELG Number Subitise (recognise quantities without counting) up to 5.</p> <p>ELG Number Automatically recall – without reference to rhymes, counting or other aids – number bonds up to 5. Recall some number bonds to 10, including doubling facts.</p>
Numerical Patterns	<p>1.1. Use vocabulary 'more than', 'less than', 'fewer', 'the same as', 'equal to'.</p> <p>1.2. Become familiar with two digit numbers and start to notice patterns within them.</p> <p>1.3. Distribute items evenly from a group.</p>	<p>2.1. Understand the 'one more than/one less than' relationship between consecutive numbers.</p> <p>2.2. Count beyond 10, noticing patterns within the structure of counting.</p>	<p>ELG Numerical Patterns Verbally count beyond 20, recognising the pattern of the counting system.</p> <p>ELG Numerical Patterns Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as another quantity.</p> <p>ELG Numerical Patterns Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.</p>
Shape	<p>1.1. Select, rotate and manipulate shapes in order to develop spatial reasoning skills.</p>	<p>2.1. Compare length, weight and capacity.</p> <p>2.2. Continue, copy and create repeating patterns.</p>	<p>3.1. Compose and decompose shapes so that children recognise a shape can have other shapes <i>within</i> it, just as numbers can.</p> <p>No ELG relating to Shape and Space</p>