

**Reception Overview**

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|  | **Reception** | | |
|  | Autumn Term | Spring Term | Summer Term |
| Number | * 1. Develop the key skills of counting objects including saying the numbers in order and matching one number name to each item.   2. Estimate and guess how many there might be before counting.   3. Joins in and sings counting songs and number rhymes. Listen to and enjoy stories that involve counting. | 2.1. Look at small quantities in familiar patterns – for example a dice – and random arrangements, saying how many they can see.  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.  2.3. Link the number symbol (numeral) with its cardinal number value. | 3.1. Explore the composition of numbers to 10  3.2. Automatically recall number bonds for numbers 0-5/0-10.  **ELG Number**  Have a deep understanding of number 10, including the composition of each number.  **ELG Number**  Subitise (recognise quantities without counting) up to 5.  **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. |
| Numerical Patterns | * 1. Use vocabulary ‘more than’, ‘less than’, ‘fewer’, ‘the same as’, ‘equal to’, ‘bigger’ and ‘smaller’   2. Become familiar with two digit numbers and start to notice patterns within them.   1.3. Distribute items evenly from a group. | 2.1. Understand the ‘one more than/one less than’ relationship between consecutive numbers.  2.2. Count beyond 10, noticing patterns within the structure of counting. | **ELG Numerical Patterns**  Verbally count beyond 20, recognising the pattern of the counting system.  **ELG Numerical Patterns**  Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less that or the same as another quantity.  **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. |
| Shape | * 1. Select, rotate and manipulate shapes in order to develop spatial reasoning skills. | 2.1. Compare length, weight and capacity.  2.2. Continue, copy and create repeating patterns. | 3.1. Compose and decompose shapes so that children recognise a shape can have other shapes *within* it, just as numbers can.  **No ELG relating to Shape and Space** |