

## Thurgoland Church of England School Reception Long Term plan MATHS -Number

|  | AUTUMN 1 |  | AUTUMN 2 |  | SPRING 1 |  | SPRING 2 |  | Summer 1 | SUMMER 2 |  |
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|  | September | October | November | December | January | February | March | April | May | June | July |
| Maths number | Three and Four-Year Olds will be learning to <br> - Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). <br> - Recite numbers past 5. <br> - Say one number for each item in order: <br> 1,2,3,4,5. <br> - Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'), <br> - Show 'finger numbers' up to 5 , <br> - Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5 , <br> - Experiment with their own symbols and marks as well as numerals, <br> - Solve real world mathematical problems with numbers up to 5 , <br> - Compare quantities using language: 'more than', 'fewer than. |  |  | Children in Reception will be learning to <br> - Count objects, actions and sounds, <br> - Subitise, <br> - Link the number symbol (numeral) with its cardinal number value, <br> - Count beyond ten, <br> - Compare numbers, <br> - Understand the 'one more than/one less than' relationship between consecutive numbers, <br> - Explore the composition of numbers to 10, <br> - Automatically recall number bonds for numbers 0-10 |  |  |  |  | ELG - Children at the expected level of development will <br> - Have a deep understanding of number to 10, including the composition of each number, <br> - Subitise (recognise quantities without counting) up <br> to 5 , <br> - Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10 , including double facts. |  |  |
| Mathematics numerical pattern | Three and Four Year Olds will be learning to <br> - Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round', <br> - Understand position through words alone, <br> - Describe a familiar route, <br> - Discuss routes and locations, using words like 'in front of' and 'behind', <br> - Make comparisons between objects relating to <br> size, length, weight and capacity, <br> - Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc. <br> - Combine shapes to make new ones - an arch, a bigger triangle etc. <br> - Talk about and identify the patterns around |  |  | Children in Reception will be learning to <br> - Select, rotate and manipulate shapes in order to develop spatial reasoning skills, <br> - Compose and decompose shapes so that children recognise a shape can have other shapes within it, <br> just as numbers can, <br> - Continue, copy and create repeating patterns, <br> - Compare length, weight and capacity. |  |  |  |  | ELG - Children at the expected level of development will <br> - Verbally count beyond 20, recognising the pattern <br> of the counting system, <br> - Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity, <br> - Explore and represent patterns within numbers up <br> to 10 , including evens and odds, double facts and how quantities can be distributed equally. |  |  |


|  | them. For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs' etc. Extend and create ABAB patterns - stick, leaf, stick, leaf. Notice and correct an error in a repeating pattern. Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...' |  |  |  |  |  |  |  |  |  |  |
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| White Rose maths | Getting to Know You | Phase 1 <br> Just Like Me <br> Match and Sort <br> Compare <br> Amounts <br> Compare size, <br> mass <br> and capacity <br> Exploring <br> Pattern | Phase 2 <br> It's Me 1,2,3 <br> Circle and <br> Triangles <br> Positional <br> Language | Phase 3 <br> Light \& Dark <br> Shapes with 4 <br> sides <br> Time | Phase 4 <br> Alive in 5 <br> Introducing <br> zero <br> Comparing numbers to 5 <br>  <br> 5 <br> Compare Mass <br> Compare <br> Capacity | Phase 5 <br> Growing 6,7,8 <br> 6, 7 \& 8 <br> Making pairs <br> Combining 2 <br> groups <br>  <br> Height <br> Time | Phase 6 <br> Building 9 \& 10 <br> 9 \& 10 <br> Comparing <br> numbers to 10 <br> Bonds to 10 <br> D-shape <br> Pattern <br> (2) | Phase 7 <br> On the Move | Phase 8 Superhero to 20 \& beyond | Phase 9 <br> First then <br> Now | Phase 10 <br> Find my <br> Pattern |
| Story links |  | Monkey Puzzle <br> - Julia <br> Donaldson <br> The Button Box <br> -M . <br> Reid <br> Frog \& Toad: A <br> lost <br> Button - Arnold <br> Lobel <br> A Squash and a <br> Squeeze - Julia <br> Donaldson <br> Seaweed Soup <br> Stuart Murphy <br> The Enormous <br> Turnip <br> Where's my <br>  | Monkey Puzzle <br> - Julia <br> Donaldson <br> The Button Box <br> - M. <br> Reid <br> Frog \& Toad: A <br> lost <br> Button - Arnold <br> Lobel <br> A Squash and a <br> Squeeze - Julia <br> Donaldson <br> Seaweed Soup - <br> Stuart Murphy <br> The Enormous <br> Turnip <br> Where's my <br>  <br> It's the Bear Jez | Monkey Puzzle <br> - Julia <br> Donaldson <br> The Button Box -M. <br> Reid <br> Frog \& Toad: A lost <br> Button - Arnold <br> Lobel <br> A Squash and a <br> Squeeze - Julia <br> Donaldson <br> Seaweed Soup <br> Stuart Murphy <br> The Enormous <br> Turnip <br> Where's my <br>  | Monkey Puzzle <br> - Julia <br> Donaldson <br> The Button Box - M. <br> Reid <br> Frog \& Toad: A lost <br> Button - Arnold <br> Lobel <br> A Squash and a <br> Squeeze - Julia <br> Donaldson <br> Seaweed Soup <br> Stuart Murphy <br> The Enormous <br> Turnip <br> Where's my <br>  | Monkey Puzzle <br> - Julia <br> Donaldson <br> The Button Box - M. <br> Reid <br> Frog \& Toad: A lost <br> Button - Arnold <br> Lobel <br> A Squash and a <br> Squeeze - Julia <br> Donaldson <br> Seaweed Soup <br> Stuart Murphy <br> The Enormous <br> Turnip <br> Where's my <br>  | Monkey Puzzle <br> - Julia <br> Donaldson <br> The Button Box - M. <br> Reid <br> Frog \& Toad: A lost <br> Button - <br> Arnold Lobel <br> A Squash and a <br> Squeeze - Julia <br> Donaldson <br> Seaweed Soup <br> Stuart Murphy <br> The Enormous <br> Turnip <br> Where's my <br>  |  |  |  |  |



