		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	ELG's
		Autumn:		Spring:		Summer:		
	Areas of	1:1 counting. Re	ecognising and	Weight and Capacity. Length. Money.		Ordinal numbers		
		ordering numbers to 10. Formation		Number bonds to 5. Counting to 20.		One more and one less		
Learning		of written numbers. Subitising.		Addition and subtraction. 3D Shapes.		Number Bonds and subitising.		
	covered	Counting groups of objects. 2D				Positional Language, time and		
		Shapes. Pattern				money		
		To count up to 10	To find the total	To use	To use objects to	To know that	To know addition	Numbers:
		objects with 1:1	of 2 groups of	nonstandard	solve addition	addition and	and subtraction	Have a deep
		correspondence.	objects. (Au2)	units to measure	and subtraction	subtraction	problems can be	understanding of
		(Au1)	-	length, weight	problems. (Sp2)	problems can be	solved by	number to 10,
			To order	and capacity.		solved by	counting	including the
		To match	numbers to 10.	(Sp1)	To share objects	counting	forwards or	composition of each
		quantities to	(Au2)		between a group	forwards or	backwards on a	number; - Subitise
		numeral. (Au1)		To use money	of people	backwards on a	number line.	(recognise quantities
			To identify 2D	during role play	equally. (Sp2)	number line.	(Su2)	without counting) up
		To begin to	shapes and talk	activities to buy		(Su1)		to 5. *Automatically
		recognise	about their	items. <mark>(Sp1)</mark>	To explore		To use rulers to	recall (without
		numbers	properties.		number bonds	To explore	measure length,	reference to rhymes,
Maths	Skills	automatically on	(Au2)	To begin to	to 5. (Sp 2)	number bonds to	scales to	counting or other aids
		a dice/card to 5.		explore number		five and ten.	measure weight	number bonds up to 5
		(Au1)	To begin to	bonds to 5. (Sp1)		(Su1)	and	(including subtraction
			recognise				jugs/containers	facts) and some
			numbers	To be able to		To read the time	to measure	number bonds to 10,
			automatically	count to 20		to O'Clock on a	capacity. <mark>(Su2)</mark>	including double facts
			on a dice/card	independently.		digital and		
			to 5. <mark>(Au2)</mark>	(Sp1)		analogue clock.	To make	Numerical Patterns:
						(Su1)	observations of	*Verbally count
			To be able to				and compare	beyond 20,
			count to 10				length, weight	recognising the
			independently.				and capacity.	pattern of the
			(Au2)				(Su2)	counting system.
		To say the	To know that	To know the	To know that	To know that the	To know the	*Compare quantities
		number names	addition	names of basic	addition involves	word 'more'	names of some	up to 10 in different
	Knowlades	to 10 in order.	involves	2D shapes. (Sp1)	combining two	indicates that the	3D shapes. (Su2)	contexts, recognising
	Knowledge	(Au1)	combining two		or more groups	group is getting		when one quantity is
			or more groups		of objects. (Sp2)	larger. (Su1)	To know that 3D	greater than, less than
			of objects. (Au2)				shapes can have	or the same as the

	To recognise		To know the	To read addition	To know that the	faces, vertices	other quantity.
	number to 10.	To begin to	names of basic	number	word 'less'	and edges. (Su2)	*Explore and
	(Au1)	read addition	3D shapes. (Sp1)	sentences. (Sp2)	indicates that a		represent patterns
		number	To know that 2D	······································	group is getting	To know that	within numbers up to
	To write numbers	sentences.	shapes can have	To know that	smaller. (Su1)	addition involves	10, including evens
	to 10, forming	(Au2)	corners and side.	subtraction		combining	and odds, double
	them correctly.		(Sp1)	involves	To be able to	groups of	facts and how
	(Au1)	To say number		removing an	count, order and	objects. (Su2)	quantities can be
		names to 10 in	To know that	object from a	recognise		distributed equally.
		order. (Au2)	length, capacity	group. (Sp2)	numbers to 20.	To read number	
			and weight can		(Su1)	addition	
		To know the	all be measured.	To know the		sentences. (Su2)	
		names of 2D	(Sp1)	names of some	To count		
		shapes. To know		3D shapes. (Sp2)	forwards and	To be able to	
		that 2D shapes	To know that		backwards to 20.	count, order and	
		can have sides	money can be	To know that 3D	(Su1)	recognise	
		and corners.	used to buy	shapes have		numbers to 20.	
		(Au2)	items. <mark>(Sp1)</mark>	faces, vertices	To know that	(Su2)	
				and edges. (Sp2)	coins have		
		To say the days	To understand		different values		
		of the week in	and use a range	To be able to	(Su1)		
		order. To begin	of prepositions in	count, order and			
		to say the	everyday	recognise	To know that the		
		months of the	contexts. (Sp1)	numbers to 20.	long hand		
		year in order.		(Sp2)	represents the		
		(Au2)	To know the	To know that	minutes and the		
			difference	sharing equally	short hand		
		To know that	between odd and	means everyone	represents hours.		
		patterns are	even. <mark>(Sp1)</mark>	has the same	(Su1)		
		repeated		amount of an			
		designs. <mark>(Au2)</mark>		object. (Su1)			
				To use a number			
				line to help solve			
				simple addition			
				and subtraction			
				number			
				problems. (Sp2)			

	To know that	
	halving means	
	splitting a	
	quantity in two	
	and doubling	
	means having	
	two quantities of	
	the same	
	amounts. (Su1)	