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



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

