

Ridgmont Low	er Schoo	ol Recept	tion Year Ma	ths Planning by	/ Term
Autumn		Sprin	ıg		Summer
<ul> <li>Understanding Number</li> <li>Numbers and Sets</li> <li>Comparison and Measures</li> <li>Patterns</li> <li>Shapes</li> </ul>	<ul> <li>Understanding Number</li> <li>Addition and Subtraction</li> <li>Comparison and Measures</li> <li>Money and Coins</li> <li>Shape</li> </ul> Vocabulary		<ul> <li>Understanding Number</li> <li>Addition and Subtraction</li> <li>Patterns</li> <li>Comparison and Measures</li> <li>Shapes and Sorting</li> </ul>		
how many? number numerals to 20 repeating patterns next symmetry symmetrical mirror most fewest minutes quicker slower now longer shorter longest shortest measure shortest smallest even square rectangle sides	how many? most fewest smallest number add more less guess before after first second third missing clock watch Monday Tuesday Wednesday Thursday Friday Saturday Sunday o'clock	January February March April Amy June July August September October November December left right in front behind light heavy lighter heavier lightest heaviest balance fair	count on how many left? cuboid tetrahedron cylinder cube cone square-based pyramid	teen tens numerals to 100 full half full half empty empty how many more? add altogether balance pair net cuboid tetrahedron cylinder cube cone square-based pyramid triangle rectanhgle circle square side different	the same one more one less twos fives tens o'clock before after later earlier next first half double equal half quarter how many? numbers to 100



For further information as to what is covered under each heading and the Early Learning Goals, please see below

Short Block	Units	Early Learning Goals	Development Matters statements
Understanding Number	Counting and naming numerals	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.2 Subitise (recognise quantities without counting) up to 5. 12.1 Verbally count beyond 20, recognising the pattern of the counting system.	Count objects and actions. Subitise. Link a numeral with its cardinal number value, to 5 and beyond. Compare numbers.
	Ordering numbers; sequencing	11.1 Have a deep understanding of number to 10, including the composition of each number 12.1 Verbally count beyond 20, recognising the pattern of the counting system.  12.2 Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	Count objects, actions and sounds. Link the number symbol (numeral) with its cardinal number value. Compare numbers.
Shapes and Patterns (A)	Exploring and playing with symmetry	N/A	Select, rotate and manipulate shapes in order to develop spatial reasoning skills. Continue, copy and create repeating patterns.
	Exploring repetitive patterns	None, but the key mathematical topic of pattern is covered, as in <b>Development Matters.</b>	Continue, copy and create repeating patterns.



Short Block	Units	Early Learning Goals	Development Matters statements
How many?	Count 'How many?'; match one-to-one	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.2 Subitise (recognise quantities without counting) up to 5. 12.1 Verbally count beyond 20, recognising the pattern of the counting system. 12.2 Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	Count objects and actions. Subitise. Link a numeral with its cardinal number value, to 5 and beyond. Compare numbers.
	One more and one less, up to 12	11.1 Have a deep understanding of number to 10, including the composition of each number 11.2 Subitise (recognise quantities without counting) up to 5. 12.1 Verbally count beyond 20, recognising the pattern of the counting system. 12.3 Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	Count objects, actions and sounds. Subitise. Link the number symbol (numeral) with its cardinal number value. Understand the 'one more than/one less than' relationship between consecutive numbers. Explore the composition of numbers to 10.
Time	Introducing time	11.1 Have a deep understanding of number to 10, including the composition of each number 12.1 Verbally count beyond 20, recognising the pattern of the counting system.  12.2 Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	Count objects and actions. Compare numbers. Count beyond ten.



Short Block	Units	Early Learning Goals	Development Matters statements
Number and Sets	Partitioning to create number bonds	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.3 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. 12.3 Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0–10.
	Recording number bonds	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.2 Subitise (recognise quantities without counting) up to 5.  11.3 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. 12.3 Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	Subitise. Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0–10.



Short Block	Units	Early Learning Goals	Development Matters statements
Comparison and Measures	Comparing lengths	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.2 Subitise (recognise quantities without counting) up to 5. 12.1 Verbally count beyond 20, recognising the pattern of the counting system. 12.2 Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	Count objects and actions. Compare numbers. Compare length, weight and capacity.
	Comparing measures directly	12.1 Verbally count beyond 20, recognising the pattern of the counting system. 12.2 Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	Count objects and actions. Compare numbers. Compare length, weight and capacity.
Shapes and Patterns (B)	Counting in 2s; odd/even numbers	11.1 Have a deep understanding of number to 10, including the composition of each number 12.1 Verbally count beyond 20, recognising the pattern of the counting system.  12.3 Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	Count objects, actions and sounds. Count beyond ten. Continue, copy and create repeating patterns.
	Exploring and playing with 2-D shapes	11.1 Have a deep understanding of number to 10, including the composition of each number.	Select, rotate and manipulate shapes in order to develop spatial reasoning skills. Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.



Short Block	Units	Early Learning Goals	Development Matters statements
Understanding Number	Counting and estimating	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.2 Subitise (recognise quantities without counting) up to 5. 12.1 Verbally count beyond 20, recognising the pattern of the counting system. 12.2 Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	Count objects and actions. Subitise. Link a numeral with its cardinal number value, to 5 and beyond. Count beyond 10. Compare numbers. Understand the 'one more than/one less than' relationship between consecutive numbers.
	Order and compare numbers	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.2 Subitise (recognise quantities without counting) up to 5. 12.2 Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	Count objects and actions. Subitise. Link a numeral with its cardinal number value, to 5 and beyond. Compare numbers. Understand the 'one more than/one less than' relationship between consecutive numbers.
Position and Time	Where is it? Time	N/A  'Understanding the World' links to be made, as well as pre-requisite skills for telling the time in Y1. Links loosely also with ELGs 11.1 and 12.2.	Select, rotate and manipulate shapes in order to develop spatial reasoning skills.  N/A



Short Block	Units	Early Learning Goals	Development Matters statements
Addition and Subtraction (A)	Partition to create number bonds	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.3 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.	Link a numeral with its cardinal number value, to 5 and beyond. Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0–10.
	Say the number 1 more/ less	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.3 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.	Count objects and actions. Subitise. Understand the 'one more than/one less than' relationship between consecutive numbers. Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0–10.
Comparison and Measures	Comparing weights	None, but the key mathematical topic of measures is covered, as in <b>Development Matters</b> .	Compare length, weight and capacity.
	Measuring weights	<ul> <li>11.1 Have a deep understanding of number to 10, including the composition of each number.</li> <li>12.1 Verbally count beyond 20, recognising the pattern of the counting system.</li> <li>12.2 Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.</li> </ul>	Count objects. Link a numeral with its cardinal number value, to 5 and beyond. Compare numbers. Compare length, weight and capacity.



Short Block	Units	Early Learning Goals	Development Matters statements
Addition and Subtraction (B)	Count on to add	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.3 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.	Count objects and actions. Subitise. Understand the 'one more than/one less than' relationship between consecutive numbers. Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0–10.
	Count back to subtract	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.3 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.	Count objects and actions. Subitise. Understand the 'one more than/one less than' relationship between consecutive numbers. Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0–10.
Shapes	Explore and play with 3-D shapes	11.1 Have a deep understanding of number to 10, including the composition of each number.	Select, rotate and manipulate shapes in order to develop spatial reasoning skills. Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.



Short Block	Units	Early Learning Goals	Development Matters statements
Money and Coins	Coin recognition	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.3 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. 12.3 Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	Count objects and actions. Link a numeral with its cardinal number value, to 5 and beyond. Compare numbers. Explore the composition of numbers to 10.
	Money role play	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.3 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. 12.1 Verbally count beyond 20, recognising the pattern of the counting system. 12.3 Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	Count objects and actions. Subitise. Link a numeral with its cardinal number value, to 5 and beyond. Compare numbers.



Block	Units	Early Learning Goals	Development Matters statements
Understanding Number	Teen numbers: 10 and some more	11.1 Have a deep understanding of number to 10, including the composition of each number. 12.1 Verbally count beyond 20, recognising the pattern of the counting system. 12.3 Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	Count objects and actions. Subitise. Link a numeral with its cardinal number value, to 5 and beyond. Compare numbers.
	Exploring 100	Count in 10s from 0 (This outcome is not a HT objective or on NC but is needed for Y1)  12.1 Verbally count beyond 20, recognising the pattern of the counting system.  12.2 Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	Count objects and actions. Subitise. Link a numeral with its cardinal number value, to 5 and beyond. Compare numbers.
Comparing and Measuring	Measuring outside	12.2 Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	Compare numbers. Compare length and capacity.



Block	Units	Early Learning Goals	Development Matters statements
Addition and Subtraction	Equivalence	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.3 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.	Subitise. Link a numeral with its cardinal number value, to 5 and beyond. Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0–10.
		12.3 Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	
	Bonds to 10.	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.3 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. 12.3 Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	Subitise. Link a numeral with its cardinal number value, to 5 and beyond. Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0–10.
Shapes and Sorting	Talking about shapes	None, but the key mathematical topic of shape is covered, as in <b>Development Matters.</b>	Select, rotate and manipulate shapes in order to develop spatial reasoning skills. Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.
	Sorting	11.1 Have a deep understanding of number to 10, including the composition of each number.	Count objects. Subitise. Select, rotate and manipulate shapes in order to develop spatial reasoning skills.



Block	Units	Early Learning Goals	Development Matters statements
Clever Counting	Counting on; 1 more/less	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.2 Subitise (recognise quantities without counting) up to 5. 11.3 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.	Count objects and actions. Subitise. Understand the 'one more than/one less than' relationship between consecutive numbers. Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0–10.
	Clever counting	11.1 Have a deep understanding of number to 10, including the composition of each number. 12.1 Verbally count beyond 20, recognising the pattern of the counting system. 12.3 Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	Count objects. Subitise. Link the number symbol (numeral) with its cardinal number value. Count beyond ten. Continue, copy and create repeating patterns.
Time	Telling the time	11.1 Have a deep understanding of number to 10, including the composition of each number. 12.1 Verbally count beyond 20, recognising the pattern of the counting system.	Count objects and actions. Link a numeral with its cardinal number value, to 5 and beyond.



Block	Units	Early Learning Goals	Development Matters statements
Patterns	Doubling and halving	11.3 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.	Count objects. Subitise. Link a numeral with its cardinal number value, to 5 and beyond. Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0–10.
		12.3 Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	
	Fractions	12.3 Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.  National Curriculum, Y1 Fractions:  (i) recognise, find and name a half as one of two equal parts of an object, shape or quantity.  (ii) recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.	Count objects. Subitise. Link a numeral with its cardinal number value, to 5 and beyond.  Compare capacity.
Number Games	Number games	11.1 Have a deep understanding of number to 10, including the composition of each number. 11.2 Subitise (recognise quantities without counting) up to 5. 12.1 Verbally count beyond 20, recognising the pattern of the counting system.	Count objects and actions. Subitise. Link a numeral with its cardinal number value, to 5 and beyond. Compare numbers. Explore the composition of numbers to 10.