



EYFS - Maths Long Term Plan

EYFS PROGRESSION OF SKILLS

AREA OF SKILL	AUTUMN	SPRING	SUMMER
Communication and Language	3/4 year old: <ul style="list-style-type: none"> - Use a wider range of vocabulary - Understand why questions, like: 'why do you think the caterpillar is so fat?' 		
	Reception: <ul style="list-style-type: none"> - Learn new vocabulary - Use new vocabulary throughout the day 		
	ELG <ul style="list-style-type: none"> - Participate in small group, class and one-one discussions, offering their own ideas, using recently introduced vocabulary 		

Counting	3/4 year old:	3/4 year old:	3/4 year old:
	<ul style="list-style-type: none"> - Recite numbers past 5 	<ul style="list-style-type: none"> - Say one number for each item in order: 1,2,3,4,5 	<ul style="list-style-type: none"> - Know that the last number reached when counting a small set of objects tells you how many there are in total <i>Counting objects of regular and irregular shape and size</i>
	Reception:	Reception:	Reception:
	<ul style="list-style-type: none"> - Counts object, actions and sounds 	<ul style="list-style-type: none"> - Counts objects, actions and sounds 	<ul style="list-style-type: none"> - Count beyond 10
			ELG:
			<ul style="list-style-type: none"> - Verbally count beyond 20, recognising the pattern of the counting system
Identifying, Representing and Estimating Numbers	3/4 year old:	3/4 year old:	3/4 year old:
	<ul style="list-style-type: none"> - Fast recognition of up to 3 objects (subitizing) 	<ul style="list-style-type: none"> - Show 'finger numbers' up to 5 - Link numerals and amounts: for example, showing the right number of objects to match the numeral up to 5 	<ul style="list-style-type: none"> - Experiments with their own symbols and marks as well as numerals

	<p>Reception:</p> <ul style="list-style-type: none"> - Subitise - Link the number symbol (numeral) with its cardinal number value 	<p>Reception:</p> <ul style="list-style-type: none"> - Subitise - Link the number symbol (numeral) with its cardinal number value 	<p>Reception:</p> <ul style="list-style-type: none"> - Subitise - Link the number symbol (numeral) with its cardinal number value
			<p>ELG:</p> <p>Subitise (recognize quantities without counting up to 5)</p>
<p>Reading and Writing Numbers</p>	<p>Reception:</p> <ul style="list-style-type: none"> - Link the number symbol (numeral) with its cardinal number value 	<p>3/4 year old:</p> <ul style="list-style-type: none"> - Links numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. 	<p>3/4 year old:</p> <ul style="list-style-type: none"> - Experiments with their own symbols and marks as well as numerals
		<p>Reception:</p> <ul style="list-style-type: none"> - Link the number symbol (numeral) with its cardinal number value 	<p>Reception:</p> <ul style="list-style-type: none"> - Link the number symbol (numeral) with its cardinal number value

Compare and Order Numbers	Reception:	Reception:	3/4 year old:
	- To compare numbers	- To compare numbers	- Compare quantities using language, 'more than', 'fewer than'.
			Reception:
			- To compare numbers
			ELG:
			- To compare quantities up to 10 in different contexts, recognizing when one quantity is greater than, less than or the same as the other quantity.
Understanding Place Value		Reception:	Reception:
		- Explore the composition of numbers to 10	- Understand the 'one more than/one less than' relationship between consecutive numbers
			- Have a deep understanding of numbers to 10, including the composition of each

			number
Solve Problems	Reception: <ul style="list-style-type: none"> - Subitise - Link the number symbol (numeral) with its cardinal number value 	3/4 year old: <ul style="list-style-type: none"> - Solve real world mathematical problems with numbers up to 5 	Reception: <ul style="list-style-type: none"> - Subitise - Link the number symbol (numeral) with its cardinal number value
		Reception: <ul style="list-style-type: none"> - Subitise - Link the number symbol (numeral) with its cardinal number value 	ELG: Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed evenly
Measurement	3/4 year old: <ul style="list-style-type: none"> - Make comparisons between objects, relating to size, length, weight and capacity - Begin to describe a sequence of events, real or fictional, using words such as 'first, then...' 	Reception: <ul style="list-style-type: none"> - Compare length, weight and capacity 	
Properties of Shape	3/4 year old:	3/4 year old:	Reception:

	<ul style="list-style-type: none"> - 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' 	<ul style="list-style-type: none"> - Select shapes appropriately: flat surfaces for a building, a triangular pattern for a roof, etc - Combine shapes to make new ones - an arch, a bigger triangle etc 	<ul style="list-style-type: none"> - Compose and decompose shapes so that children can recognise a shape can have other shapes within it, just as numbers can. - Select, rotate and manipulate shapes in order to develop spatial reasoning skills
Position, Direction and Pattern	3/4 year old: <ul style="list-style-type: none"> - Understand position through words alone - for example, "The bag is under the table," - with no pointing 	3/4 year old: <ul style="list-style-type: none"> - Describe a familiar route - Discss routes and locations using words like, "in front of", and "behind" 	3/4 year old: <ul style="list-style-type: none"> - Talk about and identify the patterns around 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
			Reception: Continue, copy and create repeating patterns

RECEPTION



AUTUMN

AUTUMN												
WK 1	WK2	WK3		WK4	WK5	WK6	WK7	WK8	WK9	WK10	WK11	WK12
Getting to Know You			Phase	Just like me Microsoft PowerPoint - Reception Scheme Phase 1 Just Like Me Autumn 2020 (kxcdn.com)			It's me 1,2,3 Microsoft PowerPoint - Reception Scheme Phase 2 123 it's me Autumn 2020 (kxcdn.com)			Light and dark Microsoft PowerPoint - Reception Scheme Phase 3 Light & Dark Autumn 2020 (kxcdn.com)		
			Number	Match and Sort Compare Amounts			Representing 1,2 & 3 Comparing 1,2 & 3 Composition of 1,2 & 3			Representing number to 5 One more and one less		
			Shape, Space and Spatial Thinking	Compare size, mass and capacity Exploring pattern			Circles and triangles Positional language			Shapes with 4 sides Time		

SPRING

	WK 1	WK2	WK3	WK4	WK5	WK6	WK7	WK8	WK9	WK10	WK11	WK12
Phase	Alive in 5! Microsoft PowerPoint - Reception Scheme Phase 4 Spring 2021 (kxcdn.com)			Growing 6,7,8 Microsoft PowerPoint - Reception Scheme Phase 5 Spring 2021 (kxcdn.com)			Building 9 & 10 Microsoft PowerPoint - Reception Scheme Phase 6 Spring 2021 (kxcdn.com)			Consolidation Weeks Assessment		
Number	Introducing zero Comparing Numbers to 5 Composition of 4 & 5			6, 7 & 8 Making Pairs Combining 2 Groups			9 & 10 Comparing number to 10 Bonds to 10			Consolidation Weeks Assessment		
Shape, Space and Spatial Thinking	Compare Mass (2) Compare Capacity (2)			Length and Height Time			3D Shape Pattern (2)			Consolidation Weeks Assessment		

SUMMER												
	WK 1	WK2	WK3	WK4	WK5	WK6	WK7	WK8	WK9	WK10	WK11	WK12

Phase	To 20 and Beyond Microsoft PowerPoint - Reception Scheme Phase 7 Summer 2021 (kxcdn.com)	First Then Now Microsoft PowerPoint - Reception Scheme Phase 8 Summer 2021 (kxcdn.com)	Find My Pattern PowerPoint Presentation (kxcdn.com)	On the Move PowerPoint Presentation (kxcdn.com)
Number	Building Numbers Beyond 10 Counting Patterns Beyond 10	Adding More Taking Away	Doubling Sharing and Grouping Even and Odd	Deepening Understanding Patterns and Relationships
Shape, Space and Spatial Thinking	Spatial Reasoning (1) Match, Rotate, Manipulate	Spatial Reasoning (2) Compose and Decompose,	Spatial Reasoning (3) Visualise and Build	Spatial Reasoning (4) Mapping