

## Autumn Term

### Reception – Match, sort and compare

Step 1 Match objects

Step 2 Match pictures and objects

Step 3 Identify a set

Step 4 Sort objects to a type

Step 5 Explore sorting techniques

Step 6 Create sorting rules

Step 7 Compare amounts

### Reception – Talk about measure and patterns

Step 1 Compare size

Step 2 Compare mass

Step 3 Compare capacity

Step 4 Explore simple patterns

Step 5 Copy and continue simple patterns

Step 6 Create simple patterns

### Reception – It's me 1,2,3

Step 1 Find 1, 2 and 3

Step 2 Subitise 1, 2 and 3

Step 3 Represent 1, 2 and 3

Step 4 1 more

Step 5 1 less

Step 6 Composition of 1, 2 and 3

Reception – Circles and triangles

Step 1 Identify and name circles and triangles

Step 2 Compare circles and triangles

Step 3 Shapes in the environment

Step 4 Describe position

Reception – 1, 2, 3, 4, 5

Step 1 Find 4 and 5

Step 2 Subitise 4 and 5

Step 3 Represent 4 and 5

Step 4 1 more

Step 5 1 less

Step 6 Composition of 4 and 5

Step 7 Composition of 1-5

Reception - Shapes with 4 sides

Step 1 Identify and name shapes with 4 sides

Step 2 Combine shapes with 4 sides

Step 3 Shapes in the environment

Step 4 My day and night

## **Spring Term**

### Reception - Alive in 5

Step 1 Introduce zero

Step 2 Find 0 to 5

Step 3 Subitise 0 to 5

Step 4 Represent 0 to 5

Step 5 1 more

Step 6 1 less

Step 7 Composition

Step 8 Conceptual subitising to 5

### Reception – Mass and capacity

Step 1 Compare mass

Step 2 Find a balance

Step 3 Explore capacity

Step 4 Compare capacity

### Reception – Growing 6, 7, 8

Step 1 Find 6, 7 and 8

Step 2 Represent 6, 7 and 8

Step 3 1 more

Step 4 1 less

Step 5 Composition of 6, 7 and 8

- Step 6 Make pairs-odd and even
- Step 7 Double to 8 (find a double)
- Step 8 Double to 8 (make a double)
- Step 9 Combine 2 groups
- Stage 10 Conceptual subitising

### Reception – Length, height and time

- Step 1 Explore length
- Step 2 Compare length
- Step 3 Explore height
- Step 4 Compare height
- Step 5 Talk about time
- Step 6 Order and sequence time

### Reception – Building 9 and 10

- Step 1 Find 9 and 10
- Step 2 Compare numbers to 10
- Step 3 Represent 9 and 10
- Step 4 Conceptual subitising to 10
- Step 5 1 more
- Step 6 1 less
- Step 7 Composition to 10
- Step 8 Bonds to 10 (2 parts)

Step 9 Make arrangements of 10

Step 10 Bonds to 10 (3 parts)

Step 11 Doubles to 10 (find a double)

Step 12 Doubles to 10 (make a double)

Step 13 Explore even and odd

### Reception – Explore 3-D Shapes

Step 1 Recognise and name 3-D shapes

Step 2 Find 2-D shapes within 3-D shapes

Step 3 Use 3-D shapes for tasks

Step 4 3-D shapes in the environment

Step 5 Identify more complex patterns

Step 6 Copy and continue patterns

Step 7 Patterns in the environment

## **Summer Term**

### Reception – To 20 and beyond

- Step 1 Build numbers beyond 10 (10-13)
- Step 2 Continue patterns beyond 10 (10-13)
- Step 3 Build number beyond 10 (14-20)
- Step 4 Continue patterns beyond 10 (14-20)
- Step 5 Verbal counting beyond 20
- Step 6 Verbal counting patterns

### Reception – How many now?

- Step 1 Add more
- Step 2 How many did I add?
- Step 3 Take away
- Step 4 How many did I take away?

### Reception – Manipulate, compose and decompose

- Step 1 Select shapes for a purpose
- Step 2 Rotate shapes
- Step 3 Manipulate shapes
- Step 4 Explain shape arrangements
- Step 5 Compose shapes
- Step 6 Decompose shapes
- Step 7 Copy 2-D shape pictures

Step 8 Find 2-D shapes within 3-D shapes

Reception – Sharing and grouping

Step 1 Explore sharing

Step 2 Sharing

Step 3 Explore grouping

Step 4 Grouping

Step 5 Even and odd sharing

Step 6 Play with and build doubles

Reception – Visualise, build and map

Step 1 Identify units of repeating patterns

Step 2 Create own pattern rules

Step 3 Explore own pattern rules

Step 4 Replicate and build scenes and constructions

Step 5 Visualise from different positions

Step 6 Describe positions

Step 7 Give instructions to build

Step 8 Explore mapping

Step 9 Represent maps with models

Step 10 Create own maps from familiar places

Step 11 Create own maps and plans from story situations