Early Years Foundation Stage

Long Term Planning: Objective Led Planning - Reception 2022-2023



Autumn I

- \checkmark Develop a greater understanding of the numbers 1 to 3
 - Count one, two and three objects reliably by saying one number name for each item
 - Count one, two and three objects reliably using abstract materials
 - Recognise the numerals one, two and three
 - Explore conservation of one, two and three
 - Explore composition of numbers to 3
 - Explore one more within numbers to 3
 - Explore one fewer within numbers to 3
- \checkmark Uses some number names and mathematical language spontaneously in play.
- ✓ Begin to recognise numbers to 10
- \checkmark Knows that numbers identify how many objects are in a set
- \checkmark Shows an interest in numerals in the environment
- \checkmark Compares quantities saying when groups have more or less
- \checkmark Shows interest in shapes in the environment (simple 2D and 3D shapes)
- \checkmark Shows an interest in shape and space by playing with shapes or making arrangements with objects
- \checkmark Shows awareness of similarities of shapes in the environment
- \checkmark Recognise, describe, copy, extend and create colour and size repeating patterns

Autumn 2

- ✓ Deepen learning of numbers 4 to 10
 - Explore the concept of zero
 - Create representations for numbers using fingers, marks on paper or pictures
 - Count four, five, six, seven, eight, nine and ten objects reliably by saying one number name for each item.
 - Explore conservation of each number within IO
 - Explore composition of numbers within 10
 - Explore one more within each number to 10
 - Explore one fewer within each number to 10
- \checkmark Uses number names and mathematical language with some accuracy in play
- √ Recognise and order numbers to IO
- ✓ Sometimes matches numeral and quantity correctly
- \checkmark Shows curiosity about numbers by offering comments or asking questions
- ✓ Shows an interest in representing numbers
- \checkmark Realises not only objects, but anything can be counted, including steps, claps or jumps
- ✓ Recognise some numerals of personal significance
- ✓ Counts actions or objects which cannot be moved
- \checkmark Compares quantities saying when groups have more or less
- \checkmark Recognise and describe simple 2D shapes.
- \checkmark Begins to record thinking, using marks that they can interpret and explain.

Spring I

- \checkmark Continue to explore numbers I—IO and number bonds.
 - Be able to recognise numbers (within ten) in different representations
 - Apply knowledge of numbers to ten to solve mathematical problems
 - Use key vocabulary associated with ordinal numbers Ist to IOth
 - Explore different ways of making ten
 - Explore numbers, strategy and patterns within ten
- \checkmark Compares two groups of objects, saying when they have the same number.
- \checkmark Shows an interest in number problems including, doubling and halving.
- \checkmark Separates a group of three or four objects in different ways, beginning to recognise that the total is still the same.
- \checkmark Counts objects to IO, and beginning to count beyond IO.
- \checkmark To gain an understanding of the Ip coin.
- \checkmark Estimate a number of objects and check by counting.
- \checkmark Counts out up to ten objects from a larger group.
- \checkmark Selects the correct numeral to represent 1 to 5, then 1 to 10 objects.
- ✓ Counts an irregular arrangement of up to ten objects.
- \checkmark Continue to develop mathematical language including, more than, fewer than, greater than, less than etc.
- ✓ Use everyday language related to time.
 - Explore and discuss time and the seasons
 - Explore and discuss the days of the week and daily events
 - Use everyday language to talk about and sequence daily events
 - Use ordinal language
- ✓ Know some mathematical names for 2D shapes.

Spring 2

- ✓ Explore numbers within 15
 - Count forwards and backwards from a given number
 - Recognise and write numbers to 15 (splitting two digit numbers into tens and ones)
 - Be able to count up to 15 objects and place them in order.
 - Know what is one more than a number within 15
 - Know what is one fewer than a number within 15
 - Apply knowledge of one more and one fewer
 - Use the 'guess and check' strategy for problem solving
 - Be able to order numbers within 15
- \checkmark Shows interest in shape by sustained construction activity or by talking about shapes or arrangements.
- \checkmark Uses the language of 'more' and 'fewer' to compare two sets of objects.
- \checkmark Finds the total number of items in two groups by counting all of them
- \checkmark Says the number that is one more than a given number.
- \checkmark Finds one more or one less from a group of up to five objects, then ten objects.
- √ Understand the concept of double
- √ Understand the concept of half
- \checkmark Apply their understanding when completing tasks that involve doubling and halving
- √ Can describe their relative position such as 'behind' or 'next to'.

✓ Use everyday language to talk about size and order items by size.

- \checkmark Use everyday language to talk about weight, capacity, length and height.
- \checkmark Explore, estimate, compare and order the weight, capacity, length and height of everyday objects.
- √ Have an awareness of odd and even numbers
- \checkmark Records, using marks that they can interpret and explain.

Summer 2

- \checkmark Recognise, write and order numbers to 20 (splitting two digit numbers into tens and ones)
- \checkmark Exploring number bonds, addition and subtraction
 - Add by combining two groups including zero
 - See addition as commutative

Summer 1

- Explore subtraction as partitioning into two sets and as taking away (reduction)
- \checkmark Continue to develop comparative mathematical language when comparing two amounts including, more than, fewer than, greater than, less than etc.
- \checkmark Uses familiar objects and common shapes to create and recreate patterns and build models.
- \checkmark Uses everyday language related to time (knowing days of week, months, seasons).
- ✓ Beginning to use everyday language related to money.
 - Recognise the value of one penny and to recognise the value of coins
 - Explore different combinations of coins that total 5p and 10p
- \checkmark Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.
 - To describe the capacities of objects and use language about capacity
 - To compare the volume of liquid in different containers
 - To compare the weights of objects and use language about weight
 - To begin to estimate the lengths of objects and then compare and order lengths
 - To measure objects using non-standard units and use language related to measure accurately

- \checkmark Recognise, write and order numbers to 20+ (splitting two digit numbers into tens and ones).
 - Be able to count up to 20 objects and place them in order
 - Be able to find one more and one greater than a number within 20
 - Be able to find one fewer and one less than a number within 20
- \checkmark Counting forwards and backwards from 0—20 starting in different places
- √ Continue to explore addition and subtraction
 - Automatically recall number bonds up to 5 and some number bonds to IO
 - Investigate number combinations within 20
 - In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting
 - Practise addition and subtraction
 - Add and subtract zero
- \checkmark Explore and represent patterns within numbers up to IO and beyond.
 - Solve problems involving doubling and halving
 - See the relationship between doubling and halving
 - Explore sharing objects into two sequal groups
 - Explore sharing objects into equal groups
 - Explore sharing quantities into equal groups
 - Begin to recognise the connection between sharing and grouping and solve practical problems
 - Explore grouping objects in tens to find a total
 - Explore counting in groups of five
- \checkmark Estimates how many objects they can see and checks by counting them.
- ✓ Measures short periods of time in simple ways.
- \checkmark Records mathematical thinking, including beginning to use mathematical symbols.
- \checkmark Begins to identify own mathematical problems based on own interests and fascinations.
- \checkmark Apply knowledge of number, shape and measures in their surrounding environment