



Reception Programme of Study

(Term by page overview)

Autumn	1. Early mathematical experiences (3-4 weeks)	<ul style="list-style-type: none"> • match equal sets using one-to-one correspondence • match unequal sets using one-to-one correspondence • compare objects according to size • compare sets without counting • order objects according to length or height • order sets without counting
	2. Pattern and early number (2 weeks)	<ul style="list-style-type: none"> • recognise, create and describe patterns • describe and create patterns that are the same and different • count 1, 2 or 3 objects reliably • recognise if a number of objects is the same or different (working with numbers 1, 2 and 3) • count one, two or three objects, images or sounds reliably • recognise the numerals 1, 2 and 3 • create representations for numbers 1, 2 and 3
	3. Numbers within 6 (2 weeks)	<ul style="list-style-type: none"> • say which number is one more or one less than a given number • estimate a number of objects and check by counting • count reliably with numbers from 1 to 6 • Create representations for numbers 1- 6 • place numbers 1-6 in order • say which number from 1-6 is one more or one less than a given number • recognise the numerals 1-6 • understand the conservation of number
	4. Addition and subtraction within 6 (1 week)	<ul style="list-style-type: none"> • add and subtract two single-digit numbers • estimate a number of objects and check by counting up to 6 • introduce the concept of 0 as the empty set • subitise within 5 • represent and use number bonds within 5 • use quantities and objects to add and subtract two single-digit numbers
	5. Measures (1 week)	<ul style="list-style-type: none"> • use everyday language to talk about size, weight, capacity • estimate, measure, weigh and compare and order objects • compare objects and quantities • solve size problems related to measures
	6. Shape and sorting (1 week)	<ul style="list-style-type: none"> • explore characteristics of everyday objects and shapes and use mathematical language to describe them • shows an interest in shape and space by playing with shapes by sustained construction activity • explore characteristics of everyday objects and shapes (focusing on 3-D shapes) • use positional language • use mathematical language associated with shape • classify and sort everyday objects



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Spring	7. Numbers within 10 (2 weeks)	<ul style="list-style-type: none"> • say which number is one more or one less than a given number • estimate a number of objects and check by counting • count reliably with numbers from 1 to 10 • develop an understanding of zero • create representations for numbers 0-10 • place numbers 0-10 in order • recognise the numerals 0-10 • use ordinal numbers: 1st, 2nd...last • understand the conservation of numbers
	8. Calendar and time (1 week)	<ul style="list-style-type: none"> • use everyday language to talk about time, days of the week and months of the year • measures short periods of time in simple ways • orders and sequences familiar events • use ordinal numbers: 1st, 2nd...last
	9. Addition and subtraction within 10 (1 week)	<ul style="list-style-type: none"> • estimate a number of objects and check by counting up to 10 • add and subtract two single-digit numbers and count on or back to find the answer • use quantities and objects to add and subtract two single-digit numbers
	10. Grouping and sharing (2 weeks)	<ul style="list-style-type: none"> • solve practical problems that involve combining groups of 2, 5 or 10, or sharing into equal groups • solve practical problems that involve grouping and sharing • explore counting on in steps of 2 from zero
	11. Number patterns within 15 (2 weeks)	<ul style="list-style-type: none"> • say which number is one more or one less than a given number • estimate a number of objects and check by counting • count reliably with numbers from 0 to 15 • Create representations for numbers 0-15 • place numbers from 0-15 in order • considering equal and unequal groups
	12. Doubling and halving (1 week)	<ul style="list-style-type: none"> • solve problems, including doubling, halving and sharing • Explore the relationship between doubling and halving
	13. Shape and pattern (1 week)	<ul style="list-style-type: none"> • talk about properties of shapes • explore characteristics of everyday objects and shapes and use mathematical language to describe them • explore characteristics of everyday objects and shapes (focusing on 2-D shapes) • use mathematical language associated with shape • classify and sort shapes • recognise, create and describe patterns with shapes • use mathematical language to describe size and position



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Summer	14. Securing addition and subtraction facts (2 weeks)	<ul style="list-style-type: none"> estimate a number of objects and check by counting up to 20 add and subtract two single-digit numbers and count on or back to find the answer explore the relationship between addition and subtraction compare quantities and objects to solve problems solve problems, including doubling, halving and sharing say which number is one more or one less than a given number use quantities and objects to add and subtract two single-digit numbers
	15. Number patterns within 20 (2 weeks)	<ul style="list-style-type: none"> count reliably with numbers from one to 20 place numbers from 0-20 in order say which number is one more or one less than a given number solve practical problems that involve grouping and sharing Create representations for numbers 0-20 estimate a number of objects and check by counting, considering equal and unequal groups
	16. Number patterns beyond 20 (1 week)	<ul style="list-style-type: none"> say which number is one more or one less than a given number solve problems including grouping and sharing estimate a number of objects and check by counting count reliably to 50 explore counting on and back from any number within 50 place numbers from 0-50 in order estimate a number of objects and check by counting solve practical problems that involve combining groups of 2, 5 or 10, or sharing into equal groups
	17. Money (1 week)	<ul style="list-style-type: none"> compare quantities and objects to solve problems use everyday language to talk about money, recognise coins up to 50p and their values compare the value of coins use quantities and objects to count on and back to add and subtract
	18. Measures (2 weeks)	<ul style="list-style-type: none"> use everyday language to talk about size, weight, capacity estimate, measure, weigh and compare and order objects compare objects and quantities solve size problems involving measures explore measuring objects using non-standard units
	19. Exploration of patterns within number (2 weeks)	<ul style="list-style-type: none"> solve problems including grouping, sharing, doubling and halving Records using marks that they can interpret and explain Begins to identify own mathematical problems based on own interests and fascinations