



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