

RECEPTION MATHS OVERVIEW 2024/2025																		
Week	1	2	3	4	5	6	7	8	HALF TERM	1	2	3	4	5	6	7	8	
	Autumn – Count to and back from 10																	
	Introducing Zero, Composition of 4 and 5	Comparing Mass and Capacity	Comparing Numbers to 5	6, 7, 8	Combining Two Groups	Time			1, 2, 3 (Representing)	1, 2, 3 (Comparing and Composition)	Circles and Triangles, Positional Language	Four	Shapes with 4 Sides	Five	One More, One Less	Time		
	Automatically recall number bonds from 0-5 and some from 10 Link the number symbol with its cardinal value Compare numbers	Count objects, actions and sounds Link the number symbol with its cardinal value Explore the composition of numbers to 10 Automatically recall number bonds from 0-5	Compare length, weight and capacity Subitise	Compare quantities recognising when one quantity is greater than, less than or the same as another quantity.	Count objects, actions and sounds Link the number symbol with its cardinal value Compare numbers Subitise	Compare quantities using language: 'more than, less than'	Talk about and identify patterns around them Extend and create ABAB patterns Notice and correct an error in a repeating pattern Continue, copy and create repeating patterns	Develop fast recognition of up to 3 objects without having to count them individually Show finger numbers up to 3 Link numbers to amounts Subitise Link the number symbol with its cardinal value	Compare quantities using language: 'more than, less than' Say one number for each item in order 1, 2, 3 Show finger numbers up to 3 Count objects, actions and sounds Link the number symbol with its cardinal value Compare numbers	Compare quantities using language: 'more than, less than' Say one number for each item in order 1, 2, 3 Show finger numbers up to 4 Count objects, actions and sounds Link the number symbol with its cardinal value Explore 3D shapes through constructions and patterns	Compare quantities using language: 'more than, less than' Say one number for each item in order 1, 2, 3, 4 Show finger numbers up to 4 Count objects, actions and sounds Link the number symbol with its cardinal value Compare numbers Automatically recall number bonds from 0-4	Compare quantities using language: 'more than, less than' Say one number for each item in order 1, 2, 3, 4 Show finger numbers up to 5 Count objects, actions and sounds Link the number symbol with its cardinal value Explore 3D shapes through constructions and patterns	Compare quantities using language: 'more than, less than' Say one number for each item in order 1, 2, 3, 4, 5 Show finger numbers up to 5 Count objects, actions and sounds Link the number symbol with its cardinal value Explore 3D shapes through constructions and patterns	Compare quantities using language: 'more than, less than' Understand the 'one more than/one less than' relationship between consecutive numbers Say the number that is one more and one less than a given number to 5.	Develop an awareness of time passing in preparation for telling the time Begin to use the language of time (next, before) to sequence personal events	Begin to use the language of time (next, before) to sequence personal events		
	Number bonds to 10	Building Numbers and Counting Patterns Beyond 10	Adding More	Taking Away	Doubling	Sharing and Grouping				Making Pairs	Length and Height	Composition of Numbers to 10	Comparing Numbers to 10	3D Shapes				
	Automatically recall the 'one more than/one less than' relationship between consecutive numbers Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts. Have a deep understanding of number to 10, including the composition of each number. Verbally count beyond 20, recognising the pattern of the counting system. Accurately count up to 20 objects Place numbers to 20 in order	Count objects, actions and sounds Link the number symbol with its cardinal value Explore the composition of numbers to 10 Introduce language double 3 is 6 and double 4 is 8. Identify if numbers are odd or even	Count objects, actions and sounds Link the number symbol with its cardinal value Compare numbers Explore the composition of numbers to 10 Introduce language double 3 is 6 and double 4 is 8. Identify if numbers are odd or even	Find the total number of items in two groups by counting all of them	Link the number symbol with its cardinal value Compare numbers Explore an awareness of time passing in preparation for telling the time Begin to use the language of time (next, before) to sequence personal events	Develop an awareness of time passing in preparation for telling the time Begin to use the language of time (next, before) to sequence personal events	Develop an awareness of time passing in preparation for telling the time Begin to use the language of time (next, before) to sequence personal events	Develop fast recognition of up to 3 objects without having to count them individually Show finger numbers up to 3 Link numbers to amounts Subitise Link the number symbol with its cardinal value	Develop fast recognition of up to 3 objects without having to count them individually Show finger numbers up to 3 Link numbers to amounts Subitise Link the number symbol with its cardinal value	Develop fast recognition of up to 3 objects without having to count them individually Show finger numbers up to 3 Link numbers to amounts Subitise Link the number symbol with its cardinal value	Develop fast recognition of up to 3 objects without having to count them individually Show finger numbers up to 3 Link numbers to amounts Subitise Link the number symbol with its cardinal value	Develop fast recognition of up to 3 objects without having to count them individually Show finger numbers up to 3 Link numbers to amounts Subitise Link the number symbol with its cardinal value	Develop fast recognition of up to 3 objects without having to count them individually Show finger numbers up to 3 Link numbers to amounts Subitise Link the number symbol with its cardinal value	Develop fast recognition of up to 3 objects without having to count them individually Show finger numbers up to 3 Link numbers to amounts Subitise Link the number symbol with its cardinal value	Develop fast recognition of up to 3 objects without having to count them individually Show finger numbers up to 3 Link numbers to amounts Subitise Link the number symbol with its cardinal value	Develop fast recognition of up to 3 objects without having to count them individually Show finger numbers up to 3 Link numbers to amounts Subitise Link the number symbol with its cardinal value	Develop fast recognition of up to 3 objects without having to count them individually Show finger numbers up to 3 Link numbers to amounts Subitise Link the number symbol with its cardinal value	Develop fast recognition of up to 3 objects without having to count them individually Show finger numbers up to 3 Link numbers to amounts Subitise Link the number symbol with its cardinal value
	Summer – Count beyond 20	Shape, Space and Measure Focus	3 to 4 Year Old Objective (DM)	Reception Objective (DM)	ELG	HIAS Number Facts	Consolidation											
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