	Maths Overview		
	Number	**Measurement**	**Shape (Geometry)**
Nursery	• Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). • Recite numbers past 5 • Say one number for each item in order: 1,2,3,4,5 • Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). • Show 'finger numbers' up to 5. • Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. • Experiment with their own symbols and marks as well as numerals. • Solve real world mathematical problems with numbers up to 5. • Compare quantities using language: 'more than', 'fewer than'	• Make comparisons between objects relating to size, length, weight and capacity. • Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...' •	• Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. • Understand position through words alone – for example, "The bag is under the table," – with no pointing. • Describe a familiar route. • Discuss routes and locations, using words like 'in front of' and 'behind'. • Select shapes appropriately: flat surfaces for building, a triangular prism for a roof, etc. • Combine shapes to make new ones – an arch, a bigger triangle, etc. • Talk about and identifies the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs', etc. • Extend and create ABAB patterns – stick, leaf, stick, leaf. • Notice and correct an error in a repeating pattern.
Reception	• Count objects, actions and sounds • Subitise • Link the number symbol (numeral) with its cardinal number value • Count beyond 10 • Compare numbers • Understand the 'one more than'/ 'one less than' relationship between consecutive numbers • Explore the composition of numbers to 10 • Automatically recall number bonds for numbers 0-5 and some to 10 **ELG Number** • Have a deep understanding of number to 10 including the composition of each number • Subitise (recognise quantities without counting) to 5 • Automatically recall (without reference to rhymes or other aids) number bonds to 5 (including subtraction facts) and some number bonds to 10 including double facts **ELG Numerical Pattern** • Verbally count beyond 20 recognising the pattern of the counting system • Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as another quantity • Explore and represent patterns within numbers up to 10 including even and odds, double facts and how quantities can be distributed equally	• Compare length, weight and capacity	• Select rotate and manipulate shapes in order to develop spatial reasoning skills • Compose and decompose shapes so that children recognise a shape can have other shapes within it just like numbers can • Continue, copy, create repeating patterns

	Maths Overview					
	Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Year 1	**Place Value (within 10)** • Sort and count objects • Recognise numbers as words • Count on from any number • Identify one more and one less of a given • Count backwards within 10 • Compare groups by matching • Use the language of 'fewer, more, same, less than, greater than, equal to' • Compare numbers • Order objects and numbers • Use a number line **Number – Addition and Subtraction (within 10)** • Develop knowledge of part – whole models • Read, write and interpret mathematical statements (+, - and =)	**Number – Addition and Subtraction (within 10)** • Number bond facts within 10 • Number bond facts to 10 • Addition (add together, add more, addition problems) • Subtraction (find a part, take away, how many left?) • Subtract on a number line **Geometry – Shape** • Recognise and name common 2D and 3D shapes. • Make patterns with 2D and 3D shapes	**Place Value – (within 20)** • Read, write and understand number 10- 20. • Identify one more and one less than a given number. • Complete a number sequence (forwards and backwards) 0-20 • Estimate on a number line to 20 • Order numbers to 20 • Compare numbers to 20 **Addition and Subtraction – (within 20)** • Add within 20 • Number bond facts 20. • Double numbers • Near doubles • Subtract within 20 • Solve simple one-step problems involving addition and subtraction. • Solve missing number problems	**Place Value – (within 50)** • Count from 20 to 50 • Count in steps of 10 (20 to 50) • Recognise the place value of numbers beyond 20 (tens and ones) • Order numbers to 50 • 1 more than 1 less than **Measurement – Length and Height** • Compare lengths and heights • Measure length using objects • Measure length in cm **Measurement – Mass and Volume** • Use the language 'heavier, lighter, full and empty' • Compare and measure mass, volume and capacity using non-standard units of measure	**Number – Multiplication and Division** • Count in steps of 2, 5 and 10 • Make equal groups • Add equal groups • Make arrays • Make doubles • Make equal groups (grouping) • Make equal groups (sharing) **Number - Fractions** • Recognise, find and name a half as one of two equal parts of a quantity • Recognise, find and name a quarter as one of four equal parts of a quantity. **Geometry – Position and direction** • Describe position, direction and movements using half, quarter and three-quarter turns.	**Number - Place Value (within 100)** • Count to 100 by making tens • Count forwards and backwards within 100 • Partition numbers within 100 (tens and ones) • Compare and order numbers within 100 • 1 more than 1 less than **Measurement – Money** • Recognise and know the value of different coins and notes. • Solve practical problems relating to money. **Measurement – Time** • Use the language 'before and 'after' • Sequence events in chronological order • Recognise and use language relating to dates, including days of the week, weeks, months and years. • Tell the time to the hour • Tell the time to half hour • Solve practical problems relating to time.

Year 2

Number - Place Value
- Counting forwards and backwards to 20, 50
- Count numbers to 100 by making 10s
- Recognise the place value of each digit in a 2-digit number (Tens/Ones)
- Use a place value chart
- Partition numbers to 100
- Read and write numbers to 100 in numerals and in words
- Flexibly partition numbers to 100
- Write numbers to 100 in expanded form
- Explore numbers to 100 on a number line
- Estimate numbers on a number line
- Use place value and number facts to solve problems
- Compare objects and numbers to 100
- Count in multiples of 2, 5 and 10
- Count in multiples of 3

Number - Addition and Subtraction
- Addition and subtraction to 10 (bonds)
- Addition and subtraction to 20 (bonds)
- Compare number sentences Bonds to 100 (tens)
- Add and subtract 1
- Add by making 10
- Add three 1-digit numbers

Number - Addition and Subtraction
- Add take away numbers not crossing 10
- Add and subtract numbers crossing 10
- 10 more than 10 less than
- Add and subtract numbers using concrete objects, pictorial representations and mentally including: a 2-digit number and ones; a 2-digit number and tens; 2, 2-digit numbers
- Compare number sentences
- Missing number problems

Geometry – properties of shapes
- Recognise 2D and 3D shapes
- Describe the properties of 2d shapes (including the number of sides and vertices)
- Draw 2D shapes
- Draw Lines of symmetry
- Use lines of symmetry to complete shapes
- Sort 2D shapes
- Describe the properties of 3D shapes, including the number of edges, vertices and faces
- Sort 3D shapes
- Make patterns with 2D and 3D shapes

Measurement – Money
- Recognise coins (p and £)
- Recognise notes
- Count money (coins and notes)
- Add coins together
- Make amounts/totals
- Use p and £ sign
- Compare money
- Understand the value of coins
- Find the difference/give change
- 2 Step word problems

Number - Multiplication and Division
- Recognising, making and adding equal groups
- Complete multiplication sentences
- Use arrays
- Making and sharing equal groups
- 2 Times tables
- Divide by 2
- Double numbers
- Odd and even numbers
- Times table 5, 10
- Divide 5, 10

Measurement - Length and Height
- Measure length (cm and M)
- Compare length and height
- Order lengths and heights
- Complete 4 operations (+, - , x /) with length and heights

Measurement – Mass, capacity and temperature
- Compare mass
- Measure in g and kg
- Complete 4 operations (+, - , x /) with mass
- Compare volume and capacity
- Measure in ml and l
- Complete 4 operations (+, - , x /) with volume and capacity
- Develop understanding of temperature
- Measure and compare temperature in C

Number – Fractions
- Work with parts and wholes
- Make equal parts
- Recognise and find half
- Recognise and find a quarter
- Recognise and find a third
- Develop understanding of unit and non-unit fractions
- Recognise equivalent fractions ½ and 2/4
- Find ¾
- Count in fractions
- Solve problems including fractions

Measurement – Time
- Tell time to the hour
- Tell time to half hour
- Tell time to ¼ and ¼ to
- Tell time to 5 minutes
- Write the time
- Understand hours and days
- Compare durations of time

Statistics -
- Making tally charts
- Interpret tally charts
- Draw and interpret pictograms 1-1
- Draw and interpret pictograms 2,5,10
- Complete block diagrams

Geometry – Position and Direction
- Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line. (Position and movement)
- Distinguish between rotation as a turn and in terms of right angles for quarter, half and ¾ turns (clockwise and anti-clockwise
- Making patterns with shapes