	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
General Themes	All About Me	Light and Dark	Antarctic Explorers	Where do we Live?	Come Outside	Fun at the Seaside
Maths *"Without mathematics, there's nothing you can do. Everything around you is mathematics. Everything around you is numbers." –* ***Shakuntala Devi*** ***Mathematics Mastery White Rose Maths*** *'Key skills of counting, subitising, composition, ordering and comparing are threaded throughout the guidance and get progressively more challenging.'* ***White Rose Maths Teacher Guidance*** Vocabulary (including but not limited to) Number, shape, more, less, fewer, total, altogether, amount, add, subtract, take away, number names, equal, the same as, order, double, half, share, number bond, number sentence, odd, even, heavy, light, heavier, lighter, empty, full, half full, small, large, long, longer, longest, short, shorter, shortest, measure, o'clock.	Developing a **strong grounding in number** is essential so that all children develop the necessary **building blocks** to excel mathematically. Children should be able to **count confidently**, develop a deep understanding of the **numbers to 10**, the **relationships between** them and the patterns within those numbers. By providing frequent and varied opportunities to build and apply this understanding – such as using **manipulatives,** including small pebbles and tens frames for organising counting – children will develop a secure base of knowledge and vocabulary from which **mastery of mathematics** is built. In addition, it is important that the curriculum includes **rich opportunities for children to develop their spatial reasoning** skills across all areas of mathematics including shape, space and measures. It is important that children **develop positive attitudes and interests in mathematics**, look for **patterns and relationships**, spot **connections, 'have a go'**, **talk to adults** and peers about what they notice and not be afraid to make mistakes.				
	Establish numeracy through routines Match objects Match pictures and objects Identify a set Sort objects to a type. Explore sorting techniques. Create sorting rules Compare amounts Compare size Compare mass Compare capacity Explore simple patterns Copy and continue simple patterns. Create a simple pattern. Recite numbers past 5	Find 1,2,3 Subitise 1,2,3 Represent 1,2,3, 1 more 1 less Composition of 1,2,3 Circles and triangles- identify, compare and describe Describe position Find 4 and 5 Subitise 4 and 4. Represent 4 and 5. 1 more 1 less Composition of 4 and 5. Composition of 1-5. Identify and name shapes with 4 sides. Shapes in the environment Day and night	Introduce 0 Find 0-5 Subitise 0-5 Represent 0-5 1 more 1 less Composition Conceptual subitising to 5. Compare mass Find a balance Explore capacity Compare compacity Finding 6,7,8 Represent 6,7,8 1 more 1 less Composition of 6,7,8 Make pairs odd and even Double to 8 Combine two groups Explore and compare height, length Discuss, order and sequence time	Finding 9 & 10 Compare numbers to 10 Represent 9 & 10 1 more 1 less Composition to 10 Number bonds to 5 and then some to 10. Doubling numbers Explore odd and even Recognise and name 3D shapes Find 2D shapes within 3D shapes 3D shapes in the environment Identify more complex patterns. Copy and continue patterns Patterns in the environment	Build numbers beyond 10 (10-13) Continue patterns beyond 10 (10-13) Build numbers beyond 10 (14-20) Continue patterns beyond 10 (14-20) Verbal counting beyond 20 Verbal counting patterns Add more How many did I add? Take away How many did I take away? Select shapes for a purpose Rotate shapes Manipulate shapes Explain shape arrangements Compose shapes Decompose shapes Copy 2D shape pictures Find 2D shapes within 3D shapes	Explore sharing Sharing Explore grouping Grouping Even and odd sharing Play with and build doubles Identify units of repeating patterns Create own pattern rules Explore own pattern rules Replicate and build scenes and constructions Visualise from different positions Describe positions Give instructions to build Explore mapping Represent maps with models Create own maps from familiar places Create own maps and plans from story situations Deepen understanding Patterns and relationships