

AUTUMN				Term 1				Term 2							
TERM									Topic: Farm animals/Celebrations						
	Week 1 Week 2 Week 3 Week 4 Week 5 Week 6 Week 7							Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	
Maths	Number							Number							
	To recite number names in order -sing number songs to 5 then beyond							Representing numbers on fingers / actions.							
	Subitising to 3 then to 6							To match numeral to quantity to 5 then 10							
	1:1 Counting							Mark making- symbols and numerals							
	To know that numbers identify how many objects in a set?														

<u>Spring</u>	Term 1						Term 2						
TERM							Topic: Mini Beasts/ Growing /Easter						
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 3	Week 4	Week 5	Week 1	Week 2	Week 6	
Maths				Number			<u>Number</u>						
		Со	ntinue to mate	ch numeral to	quantity to 10		Continue to match numeral to quantity to 10 e.g. 10 wiggly caterpillars and Handa's Hen						
			Mark making	g- symbols and	numerals		Mark making- symbols and numerals						
		То со	mpare two quo	antities - more	than / less th	nan	Solve real world mathematical problems with numbers up to 5						
				SSM			SSM						
		То	identify patte	rns (environme	ent and animal)	2D Shapes - Book - Walter's Wonderful web.						
	To describe	a sequence o	f events first	, then (e.g. t	the gingerbred	ad man/ Little red hen)	Name and describe features. Go on a class shape hunt						
			To describe a	route (Ginger	bread man)		To continue a repeating pattern. e.g ABAB						
	Use language over, under, etc.							Spot errors in patterns					
								To describe a sequence of events first, then (life cycle of a butterfly/chick)					
			Capacity	(magic porrid	ge pot)		Height - (Wibbly's beanstalk)						

Summer	Term 1	Term 2
TERM		
Maths	<u>Number</u>	<u>Number</u>
	To solve mathematical problems to 10.	Identify one more and one less.
		To count beyond 10
	<u>55M</u>	To identify and continue a pattern
	To discuss routes (story maps)	To order numbers 0-10.
	Understand position through words e.g. Bear Hunt book	To compare groups of objects.
	Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc.	<u>SSM</u>
	Combine shapes to make new ones – an arch, a bigger triangle etc	Capacity - make comparisons







One little seed

By Becky Davies

Tap tap went the crab

The pirates are coming!

Barry the fish with fingers

10 little dinosaurs