

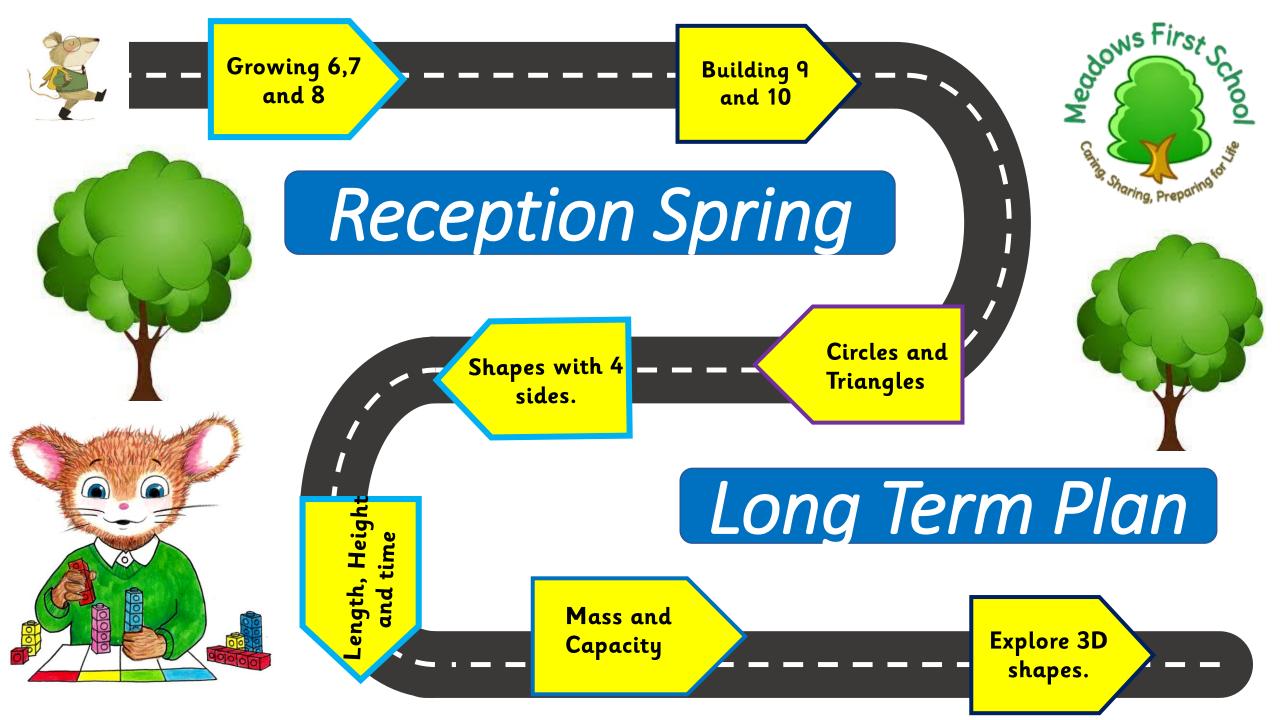
EYFS Overview Small Steps

Autumn				
Match Sort and Compare	lt's Me 1, 2 , 3	Alive in 5		
Match Objects	Find 1, 2, 3	Introduce 0		
Match Pictures and objects	Subitise 1,2, 3	Find 0 – 5		
Identify a set	Represent 1, 2, 3	Subitise 0-5		
Sort objects to a type	1 more	Represent 0-5		
Exploring sorting techniques	1 less	1 more		
Create sorting rules	Composition of 1,2,3	1 less		
Compare amounts		Composition		
	1,2,3,4,5	Conceptual subitising to 5		
Talk about Measure and Patterns	Find 4 and 5	Consolidation		
Compare size	Subitise 4 and 5	Review of learning for the whole term.		
Compare mass	Represent 4 and 5			
Compare capacity	1 more			
Explore simple patterns	1 less			
Copy and continue simple patters	Composition of 4 & 5			
Create simple patterns.	Composition of 1-5			

EYFS statutory Framework – Autumn

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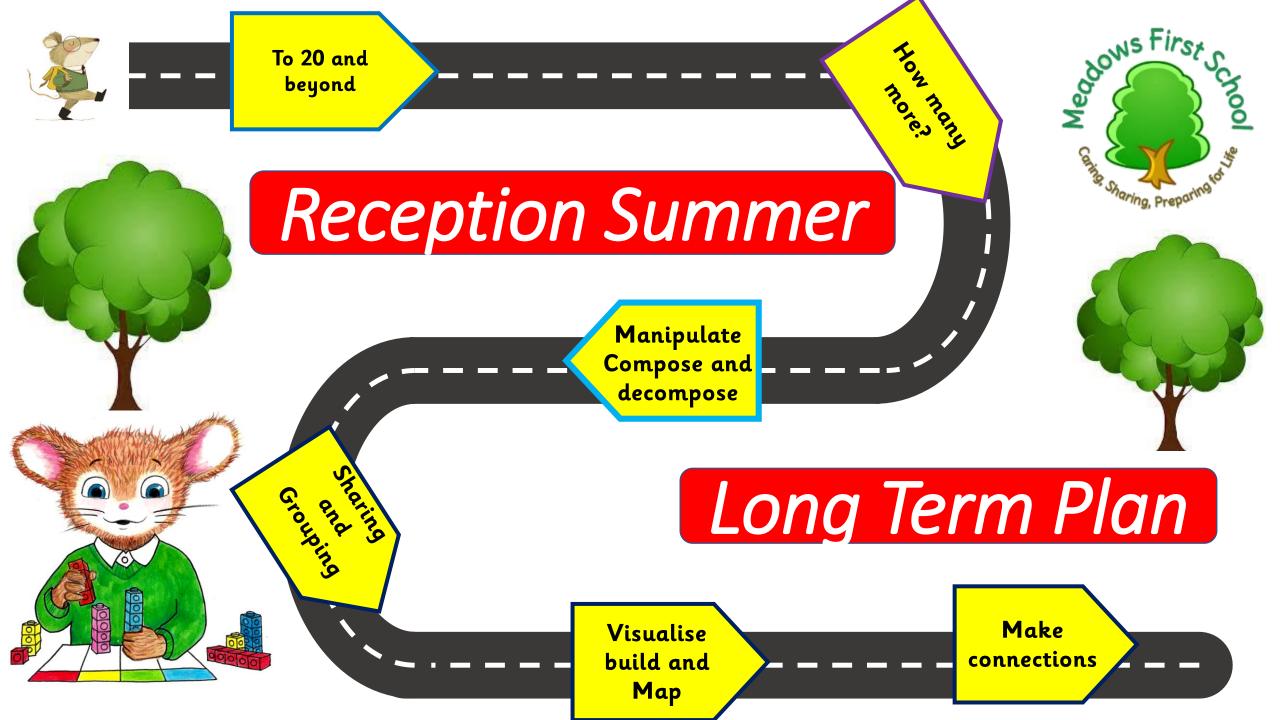
Autumn				
Match Sort and Compare	Talk about Measure and Patterns	lt's Me 1, 2 , 3		
Development Matters – Reception – Compare numbers.	 Development Matters – 3 and 4-year-olds – Make comparisons between objects relating to size, length, weight and capacity Development Matters – 3 and 4-year-olds – Talk about and identify the patterns around them Development Matters – Reception – Continue, copy and create repeating patterns. Joins in with simple patterns in sounds, objects, games and stories, dance and movement, predicting what comes next 	 Development Matters – Reception – Count objects, actions and sounds. Link the number symbol (numeral) with its cardinal number value. Development Matters – Reception – Subitise Development Matters – Reception – Count objects, actions and sounds. Link the number symbol (numeral) with its cardinal number value Development Matters – Reception – Understand the 'one more than/one less than' relationship between consecutive numbers Development Matters – Reception – Understand the 'one more than/one less than' relationship between consecutive numbers. Development Matters – Reception – Explore the composition of numbers to 10 		
1,2,3,4,5	Building 5			
 Development Matters – Reception – Link the number symbol (numeral) with its cardinal number value. Development Matters – Reception – Subitise. Development Matters – Reception – Count objects, actions and sounds. Link the number symbol (numeral) with its cardinal number value. Development Matters – Reception – Understand the 'one more than/one less than' relationship between consecutive numbers Development Matters – Reception – Understand the 'one more than/one less than' relationship between consecutive numbers Development Matters – Reception – Understand the 'one more than/one less than' relationship between consecutive numbers Development Matters – Reception – Understand the 'one more than/one less than' relationship between consecutive numbers 	Development Matters – Reception – Link the number symbol (numeral) with its cardinal number value. Count objects, actions and sounds. Reception – Subitise. value. Compare numbers. Development Matters – Reception – Understand the 'one more than/one less than' relationship between consecutive numbers. Reception – Explore the composition of numbers to 10.			



	Spring	
Growing 6,7 and 8	Circles and Triangles	Length Height and Time
Find 6,7 and 8	Identify and name circles and triangles	Explore length
Represent 6,7 and 8	Compare circle and triangles	Compare length
1 more	Shapes in the environment	Explore height
1 less	Describe position	Compare height
Composition of 6,7 and 8	Mass and Capacity	Talk about time
Make pairs odd and even	Compare mass	Order and sequence time
Double to 8 (make a double)	Find a balance	Mass and Capacity
Combine 2 groups	Explore capacity	Compare mass
Conceptual subitising.	Compare capacity	Find a balance
Building 9 and 10	Length Height and Time	Explore capacity
Find 9 and 10	Shapes with 4 sides	Compare capacity
Compare numbers to 10	Identify and name shapes with 4 sides.	Explore 3D Shapes
Represent 9 and 10	Combine shapes with 4 sides	Recognise and name 3D shapes
Conceptual subitising to 10	Shapes in the environment	Find 2D shapes within 3D shapes
1 more	My day and night	Use 3D shapes for tasks
1 less		3D shapes in the environment
Composition to 10		Identify more complex patterns
Bond to 10 (2 parts)		Copy and continue patterns
Make arrangements of 10		Patterns in the environment.
Bonds to 10 (3 parts)		

National Curriculum Coverage – Spring

Spring						
Growing 6,7 and 8	Building 9 and 10	Circles and Triangles	Shapes with 4 Sides	Length Height and Time	Mass and Capacity	Explore 3D Shapes
Count objects, actions and sounds. Link the number symbol (numeral) with its cardinal number value. • Development Matters – Reception – Understand the 'one more than/one less than' relationship between consecutive numbers. • Explore the composition of numbers to 10. Development Matters – Reception – Subitise.	Count objects, actions and sounds. Link the number symbol (numeral) with its cardinal number value. Compare numbers. Reception – Subitise. 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.	 Development Matters – 3 and 4- year-olds – Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language. Development Matters – 3 and 4- year-olds – Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language. Development Matters – 3 and 4- year-olds Describe a familiar route. Discuss routes and locations, using words like 'in front of' and 'behind' 	 Development Matters – 3 and 4- year-olds – Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language. Development Matters – Reception – Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can. Development Matters – 3 and 4- year-olds – Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then' 	Compare length, weight and capacity. Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then'	Compare length, weight and capacity.	 Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can Select, rotate and manipulate shapes to develop spatial reasoning skills. 3 and 4-year-olds – 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' Continue, copy and create repeating patterns. Notice and correct an error in a repeating pattern.



EYFS Overview Small Steps Summer

	Summer		
To 20 and beyond	Manipulate compose and decompose	Visualise Build and Map	
Build numbers beyond 10 (10-13)	Select shapes for a purpose	Identify units of repeating patterns	
Continue patterns beyond 10 (10-13)	Rotate shapes	Create own pattern rules	
Build numbers beyond 10 (14-20)	Manipulate shapes	Explore own pattern rules	
Continue patterns beyond 10 (14-20)	Explain shape arrangements	Replicate and build scenes with constructions.	
Verbal counting beyond 20	Compose shapes	Visualise from different positions	
Verbal counting patterns.	Decompose shapes	Describe positions	
How many now?	Copy 2D shape pictures	Give instructions to build	
Add more	Find 2D shapes within 3D shapes	Explore mapping	
How many did I add?	Sharing and Grouping	Represent maps with models	
Take away	Explore sharing	Create own maps from familiar places	
How many did I take away?	Explore grouping	Create own maps and plans from story situations	
	Grouping	Make Connections	
	Even and Odd sharing	Deepen understanding	
	Play with and build doubles	Patterns and relationships.	

	Summer					
To 20 and Beyond	How many now?	Manipulate Compose and Decompose	Sharing and Grouping	Visualise Build and Map	Make Connections	
Count beyond ten.	Automatically recall number bonds for numbers 0–5 and some to 10.	 Select, rotate and manipulate shapes to develop spatial reasoning skills Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can. 	Compare numbers. Explore the composition of numbers to 10. - Reception – Automatically recall number bonds for numbers 0–5 and some to 10.	 Continue, copy and create repeating patterns. Discuss routes and locations, using words like 'in front of' and 'behind' Describe a familiar route. Discuss routes and locations, using words like 'in front of' and 'behind' Understand position through words alone – for example, "The bag is under the table," – with no pointing. Describe a familiar route 	Educational Programme for Maths – statutory framework	