

*'Ridgeway Infant School is a safe, happy school where everyone does their best!'*



# YR Long Term Maths

# Planning

2017/18

Active Ant links to teamwork.

All for one and one for all!



Busy Bee links to resilience

If I try, try, try, I can, can, can!



Considering Chameleon links to reflectiveness

Can I change it? Yes I can!



Listen, Look, Share!

Discussion Dolphin links to communication



Ta-dah!

Proud Peacock links to creativity



I can do it!

Motivated Monkey links to independence



**Ridgeway Infant School**  
**Maths Medium Term Plan [Reception; Autumn]**



Overview created by Hamilton Trust; subject to change due to teacher judgements/assessments and number of weeks in each half-term.

**Autumn 1**

<b>Week</b>	<b>Topic</b>	<b>Objectives</b>	<b>ELG/Exceeding Statement</b>
1	Counting	Recite numbers to 10, then 20.  Say and use number in songs, rhymes and stories.  Count up to objects to 10 in a line, or by moving them.  Count out up to 10 objects from a larger set (know when to stop!).	<u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number. <u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20.
2	Number Recognition  Ordering	Begin to match numerals to the number in a set.  Order numerals to 10.	<u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number. <u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20.
3	2D Shapes  Position	Describe the shape and size of shapes.  Name circles, squares and triangles.  Describe position.	<u>SSM ELG</u> Uses everyday language to talk about size, weight, capacity, position, distance, time and money to solve problems. Explores characteristics of everyday objects and shapes and uses mathematical language to describe them. <u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.
4	Patterns	Continue a repeating pattern with two colours, shapes and/or objects.  Rehearse counting to 20 as you do patterns.	<u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number. <u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20.  <u>SSM ELG</u> Recognise, create and describe patterns. <u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.
5	Counting and Comparing Numbers  Addition	Count on from any number to 10.  Say the next number (i.e. say the number after a given number up to 10 without counting from 1).  Read the corresponding addition.	<u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number. Using quantities and objects, they add two single-digit numbers and count on to find the answer. <u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20. They solve practical problems that involve combining groups of 2, 5 or 10.

**Evaluation 2017/18:**

## Autumn 2

Week	Topic	Objectives	ELG/Exceeding Statement
1	Addition and Subtraction	<p>Find different ways to partition sets of five objects.</p> <p>Read the corresponding addition.</p> <p>Early subtraction; guess how many are hiding.</p>	<p><u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer.</p> <p><u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20. They solve practical problems that involve combining groups of 2, 5 or 10.</p>
2	Counting and Comparing Numbers	<p>Count up to 10 objects which can't be moved.</p> <p>Match numerals to the number in a set.</p> <p>Understand zero to describe an empty set.</p> <p>Rehearse counting back from 10 to 0, including in songs, stories and rhymes.</p> <p>Count actions.</p>	<p><u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number.</p> <p><u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20.</p>
3	Measures (length)	<p>Compare two lengths using direct comparison; use language of longer and shorter.</p> <p>Use uniform non-standard units to measure items up to 10 units long.</p> <p>Put three lengths in order.</p>	<p><u>SSM ELG</u> Uses everyday language to talk about size, weight, capacity, position, distance, time and money to solve problems. Explores characteristics of everyday objects and shapes and uses mathematical language to describe them.</p> <p><u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.</p>
4	Measures (height)  Counting and Comparing Numbers	<p>Compare two heights using direct comparison; use language of taller and shorter.</p> <p>Use uniform non-standard units to measure items up to 10 units high.</p> <p>Put three heights in order.</p> <p>Compare two numbers/quantities; use the language of 'more' and 'less'.</p>	<p><u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number.</p> <p><u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20.</p> <p><u>SSM ELG</u> Uses everyday language to talk about size, weight, capacity, position, distance, time and money to solve problems. Explores characteristics of everyday objects and shapes and uses mathematical language to describe them.</p> <p><u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.</p>
5	3D Shape	<p>Begin to describe 3D shapes.</p> <p>Use 3D shapes to print and make models.</p>	<p><u>SSM ELG</u> Explores characteristics of everyday objects and shapes and uses mathematical language to describe them.</p> <p><u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.</p>

Week	Topic	Objectives	ELG/Exceeding Statement
6	<p>Money</p> <p>'Real life' problems</p>	<p>Recognise £1 and £2 coins.</p> <p>Compare prices in pounds up to £10 (by making lines of pound coins).</p> <p>Use money in role play (e.g. pound shop).</p> <p>Solve practical problems involving counting or role play.</p>	<p><u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number.</p> <p><u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20. They solve practical problems that involve combining groups of 2, 5 or 10.</p> <p><u>SSM ELG</u> Uses everyday language to talk about size, weight, capacity, position, distance, time and money to solve problems. Explores characteristics of everyday objects and shapes and uses mathematical language to describe them.</p> <p><u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.</p>
7	Time	<p>Use days of the week in context, e.g. story.</p> <p>Recognise a minute as unit of time.</p> <p>Count actions carried out in a minute (less than 20).</p>	<p><u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number.</p> <p><u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20. <b>Shape, Space and</b></p> <p><u>SSM ELG</u> Uses everyday language to talk about size, weight, capacity, position, distance, time and money to solve problems. Explores characteristics of everyday objects and shapes and uses mathematical language to describe them.</p> <p><u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.</p>

**Evaluation 2017/18:**

**Ridgeway Infant School**  
**Maths Medium Term Plan [Reception; Spring]**



Overview created by Hamilton Trust; subject to change due to teacher judgements/assessments and number of weeks in each half-term.

**Spring 1**

Week	Topic	Objectives	ELG/Exceeding Statement
1	Counting	Recite numbers to 20, then 100. Count back from at least 10 to zero. Order numerals to at least 10. Count up to 20 objects.	<u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number. <u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20.
2	Counting	Ordinal numbers. Begin to estimate quantities, e.g. choose from 5, 10 or 20. Count actions and sounds.	<u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number. <u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20.
3	Shape and space Data Handling	Sort and describe 2D shapes. Symmetry. Name rectangles, squares, circles and triangles. Sort other objects using given criteria.	<u>SSM ELG</u> Explores characteristics of everyday objects and shapes and uses mathematical language to describe them. <u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.
4	Adding (one and two more)	Say the next number (without counting from 1). Add 1 to any number. Add 2 to any number up to 10. Read the corresponding addition.	<u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number. Using quantities and objects, they add two single-digit numbers and count on to find the answer. <u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20. They solve practical problems that involve combining groups of 2, 5 or 10.
5	Pattern	Continue a repeating pattern with three colours, shapes and/or objects. Symmetrical patterns.	<u>SSM ELG</u> Recognise, create and describe patterns. <u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.
6	Addition (story of ten)	Find different ways to partition sets of ten objects. Read the corresponding addition.	<u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer.

Week	Topic	Objectives	ELG/Exceeding Statement
		Early subtraction; guess how many are hiding.	<u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20. They solve practical problems that involve combining groups of 2, 5 or 10.

**Evaluation 2017/18:**

## Spring 2

<b>Week</b>	<b>Topic</b>	<b>Objectives</b>	<b>ELG/Exceeding Statement</b>
1	Counting On	Find one more and two more than any number to 10.  One more than numbers to 20.  Begin to record the number in a set; to 5, then 10.	<u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number. Using quantities and objects, they add two single-digit numbers and count on to find the answer. <u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20. They solve practical problems that involve combining groups of 2, 5 or 10.
2	Measures (weight)	Compare two weights using direct comparison; use language of heavier and lighter.  Use uniform non-standard units to measure weights up to 10 units.	<u>SSM ELG</u> Uses everyday language to talk about size, weight, capacity, position, distance, time and money to solve problems. Explores characteristics of everyday objects and shapes and uses mathematical language to describe them. <u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.
3	3D Shape	Recognise cube, cuboid and sphere.  Sort 3D shapes according to whether they roll or not, stack or not.	<u>SSM ELG</u> Explores characteristics of everyday objects and shapes and uses mathematical language to describe them. <u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.
4	Counting and Comparing Numbers	Count back from 20 to 0.  Compare numbers to 20.  Read numbers to 20, match numerals to sets.	<u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number. <u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20.
5	Money 'real life' problems	Recognise 1p, 2p, 5p and 10p coins and know the value of each.  Solve practical problems involving counting or role play.	<u>Number ELG</u> Counts reliably with numbers from 1 to 20, places them in order and say which number is one more/less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. <u>Exceeding ELG:</u> Estimate a number of objects and check quantities by counting up to 20. They solve practical problems that involve combining groups of 2, 5 or 10.  <u>SSM ELG</u> Uses everyday language to talk about size, weight, capacity, position, distance, time and money to solve problems. <u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.
6	Time	Know how key times of day (hours only) are shown on the clock, analogue and digital.  Begin to know months of the year, including important months, e.g. birthday, celebrated festivals.	<u>SSM ELG</u> Uses everyday language to talk about size, weight, capacity, position, distance, time and money to solve problems. <u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.

**Evaluation 2017/18:**

**Ridgeway Infant School**  
**Maths Medium Term Plan [Reception; Summer]**



Overview created by Hamilton Trust; subject to change due to teacher judgements/assessments and number of weeks in each half-term.

**Summer 1**

<b>Week</b>	<b>Topic</b>	<b>Objectives</b>	<b>ELG/Exceeding Statement</b>
1	Counting	Recite numbers to 100 Count in 1s and 10s to 100 Estimate from a given choice or range, e.g. 10, 20 or 100	<u>Number ELG</u> Counts reliably with numbers from one to 20, places them in order and says which number is one more or one less than a given number. <u>Number Exceeding</u> Estimate a number of objects and check quantities by counting up to 20.
2	Counting Addition	Add 1, 2 or 3 to any number to 20 by counting on.	<u>Number ELG</u> Counts reliably with numbers from one to 20, places them in order and says which number is one more or one less than a given number. Using quantities and objects, adds and subtracts two single-digit numbers and counts on or back to find the answer. <u>Number Exceeding</u> Estimate a number of objects and check quantities by counting up to 20. They solve practical problems that involve combining groups of 2, 5 or 10.
3	2D Shape Data handling	Sort irregular shapes according to number of corners/sides. Sort objects using criteria such as colour, curved, number of corners, etc. Sort objects using their own criteria.	<u>SSM ELG</u> Explores characteristics of everyday objects and shapes and uses mathematical language to describe them. <u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.
4	Addition Subtraction	Pairs with a total of 6 or 7 – addition and subtraction. Doubles to double 5	<u>Number ELG</u> Counts reliably with numbers from one to 20, places them in order and says which number is one more or one less than a given number. Using quantities and objects, adds and subtracts two single-digit numbers and counts on or back to find the answer. They solve problems including doubling. <u>Number Exceeding</u> Estimate a number of objects and check quantities by counting up to 20. They solve practical problems that involve combining groups of 2, 5 or 10.
5	Pattern	Create and complete repeating patterns with two or three colours, shapes, objects and/or actions. Count in 2s.	<u>SSM ELG</u> Recognise, create and describe patterns. <u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.  <u>Number Exceeding</u> They solve practical problems that involve combining groups of 2's.



Week	Topic	Objectives	ELG/Exceeding Statement
6	Addition  Subtraction	Find 1 more/ 1 less.  Subtract 2 by counting back.	<u>Number ELG</u> Counts reliably with numbers from one to 20, places them in order and says which number is one more or one less than a given number. Using quantities and objects, adds and subtracts two single-digit numbers and counts on or back to find the answer. <u>Number Exceeding</u> Estimate a number of objects and check quantities by counting up to 20. They solve practical problems that involve combining groups of 2, 5 or 10.

**Evaluation 2017/18:**

## Summer 2

Week	Topic	Objectives	ELG/Exceeding Statement
1	Counting	Count and record number of objects to 20  Count on or back 2 or 3	<u>Number ELG</u> Counts reliably with numbers from one to 20, places them in order and says which number is one more or one less than a given number. Using quantities and objects, adds and subtracts two single-digit numbers and counts on or back to find the answer. They solve problems including doubling, halving and sharing. <u>Number Exceeding</u> Estimate a number of objects and check quantities by counting up to 20. They solve practical problems that involve combining groups of 2, 5 or 10.
2	Measures (capacity)	Direct comparisons.  More or less.	<u>SSM ELG</u> Uses everyday language to talk about size, weight, capacity, position, distance, time and money to solve problems. Explores characteristics of everyday objects and shapes and uses mathematical language to describe them. <u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.
3	Counting and Comparing Numbers	Recite numbers to 100  Read numbers to 100  Fill in missing numbers in a track to 20	<u>Number ELG</u> Counts reliably with numbers from one to 20, places them in order and says which number is one more or one less than a given number. Using quantities and objects, adds and subtracts two single-digit numbers and counts on or back to find the answer. <u>Number Exceeding</u> Estimate a number of objects and check quantities by counting up to 20.
4	3D Shape  Direction	Describe cube, cuboid, cylinder, sphere, cone and pyramid.  Left and right.  Follow directions.	<u>SSM ELG</u> Uses everyday language to talk about size, weight, capacity, position, distance, time and money to solve problems. Explores characteristics of everyday objects and shapes and uses mathematical language to describe them. <u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.
5	Money	Recognise all coins.  Very simple addition and subtraction problems involving money.	<u>Number ELG</u> Counts reliably with numbers from one to 20, places them in order and says which number is one more or one less than a given number. Using quantities and objects, adds and subtracts two single-digit numbers and counts on or back to find the answer. They solve problems including doubling, halving and sharing. <u>Number Exceeding</u> Estimate a number of objects and check quantities by counting up to 20. They solve practical problems that involve combining groups of 2, 5 or 10.  <u>SSM ELG</u> Uses everyday language to talk about size, weight, capacity, position, distance, time and money to solve problems. <u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.

Week	Topic	Objectives	ELG/Exceeding Statement
6	Time	<p>Days of the week.</p> <p>Count actions carried out in a minute (more than 20).</p> <p>60 seconds in a minute.</p> <p>Activities done in 1 minute.</p>	<p><u>Number ELG</u> Counts reliably with numbers from one to 20, places them in order and says which number is one more or one less than a given number. Using quantities and objects, adds and subtracts two single-digit numbers and counts on or back to find the answer. They solve problems including doubling, halving and sharing.</p> <p><u>Number Exceeding</u> Estimate a number of objects and check quantities by counting up to 20.</p> <p><u>SSM ELG</u> Uses everyday language to talk about size, weight, capacity, position, distance, time and money to solve problems. Explores characteristics of everyday objects and shapes and uses mathematical language to describe them.</p> <p><u>SSM Exceeding</u> Estimate, measure, weigh, compare and order objects and talk about properties, position and time.</p>

**Evaluation 2017/18:**