



EYFS - Mathematics Planning Overview

Based on White Rose Maths version 3.0



Autumn Term

| Duration | | |
|----------|---------------------------------|--|
| 2 weeks | Getting to Know You | Opportunities for settling in and getting to know the maths area. Initial observations and assessments to be Completed, including the RBA. Key times of day, class routines, where do things go. |
| 2 weeks | Match, sort and compare! | Step 1 Match objects Step 2 Match pictures and objects Step 3 Identify a set Step 4 Sort objects to a type Step 5 Explore sorting Step 6 Create sorting rules Step 7 Compare amounts |
| 2 weeks | Talk about measure and patterns | Step 1 Compare size Step 2 Compare mass Step 3 Compare capacity Step 4 Explore simple patterns Step 5 Copy and continue simple patterns Step 6 Create simple patterns |
| 2 weeks | It's me 1, 2, 3 | Step 1 Find 1, 2 and 3 Step 2 Subitise 1, 2 and 3 Step 3 Represent 1, 2 and 3 Step 4 1 more Step 5 1 less Step 6 Composition of 1, 2 and 3 |
| 1 week | Circles and triangles | Step 1 Identify and name circles and triangles Step 2 Compare circles and triangles Step 3 Shapes in the environment Step 4 Describe position |
| 2 weeks | 1, 2, 3, 4, 5 | Step 1 Find 4 and 5 Step 2 Subitise 4 and 5 Step 3 Represent 4 and 5 Step 4 1 more Step 5 1 less Step 6 Composition of 4 and 5 Step 7 Composition of 1 - 5 |
| 1 week | Shapes with 4 sides | Step 1 Identify and name shapes with 4 sides Step 2 Combine shapes with 4 sides Step 3 Shapes in the environment Step 4 My day and night |

Spring Term

| Duration | | |
|----------|-------------------------|--|
| 2 weeks | <i>Alive in 5</i> | Step 1 Introduce zero Step 2 Find 0 to 5 Step 3 Subitise 0 to 5 Step 4 Represent 0 to 5 Step 5 1 more Step 6 1 less Step 7 Composition Step 8 Conceptual subitising to 5 |
| 1 week | Mass and Capacity | Step 1 Compare mass Step 2 Find a balance Step 3 Explore capacity Step 4 Compare capacity |
| 2 weeks | <i>Growing 6,7,8</i> | Step 1 Find 6, 7 and 8 Step 2 Represent 6, 7 and 8 Step 3 1 more Step 4 1 less Step 5 Composition of 6, 7 and 8 Step 6 Make pairs-odd and even Step 7 Double to 8 (find a double) Step 8 Double to 8 (make a double) Step 9 Combine 2 groups Step 10 Conceptual subitising |
| 2 weeks | Length, Height and Time | Step 1 Explore length Step 2 Compare length Step 3 Explore height Step 4 Compare height Step 5 Talk about time Step 6 Order and sequence time |
| 3 weeks | Building 9 and 10 | Step 1 Find 9 and 10 Step 2 Compare numbers to 10 Step 3 Represent 9 and 10 Step 4 Conceptual subitising to 10 Step 5 1 more Step 6 1 less Step 7 Composition to 10 Step 8 Bonds to 10 (2 parts) Step 9 Make arrangements of 10 Step 10 Bonds to 10 (3 parts) Step 11 Doubles to 10 (find a double) Step 12 Doubles to 10 (make a double) Step 13 Explore even and odd |
| 2 weeks | Exploring 3d shapes | Step 1 Recognise and name 3-D shapes Step 2 Find 2-D shapes within 3-D shapes Step 3 Use 3-D shapes for tasks Step 4 3-D shapes in the environment Step 5 Identify more complex patterns Step 6 Copy and continue patterns Step 7 Patterns in the environment |

Summer Term

| Duration | | |
|---------------|-----------------------------------|--|
| 2 weeks | To 20 and beyond | Step 1 Build numbers beyond 10 (10 -13) Step 2 Continue patterns beyond 10 (10-13) Step 3 Build numbers beyond 10 (14-20) Step 4 Continue patterns beyond 10 (14-20) Step 5 Verbal counting beyond 20 Step 6 Verbal counting patterns |
| 1 week | How many now? | Step 1 Add more Step 2 How many did I add? Step 3 Take away Step 4 How many did I take away? |
| 2 weeks | Manipulate, compose and decompose | Step 1 Select shapes for a purpose Step 2 Rotate shapes Step 3 Manipulate shapes Step 4 Explain shape arrangements Step 5 Compose shapes Step 6 Decompose shapes Step 7 Copy 2-D shape pictures Step 8 Find 2-D shapes within 3-D shapes |
| 2 weeks | Sharing and grouping | Step 1 Explore sharing Step 2 Sharing Step 3 Explore grouping Step 4 Grouping Step 5 Even and odd sharing Step 6 Play with and build doubles |
| 3 weeks | Visualise, build and map | Step 1 Identify units of repeating patterns Step 2 Create own pattern rules Step 3 Explore own pattern rules Step 4 Replicate and build scenes and constructions Step 5 Visualise from different positions Step 6 Describe positions Step 7 Give instructions to build Step 8 Explore mapping Step 9 Represent maps with models Step 10 Create own maps from familiar places Step 11 Create own maps and plans from story situations |
| 1 week | Make connections | Step 1 Deepen understanding Step 2 Patterns and relationships |
| Consolidation | | |