



## Mathematics Overview- Year Reception

Strand	Number and Place Value, approximation and estimation/rounding	Addition, Subtraction, Multiplication & Division (Calculation)	Fractions, Decimals and Percentages	Measurement	Geometry – Properties of Shape & Position and Direction
1	<ul style="list-style-type: none"> <li>Recites some number names in order</li> <li>Selects a small number of objects from a group when asked (e.g. give me one)</li> </ul>	<ul style="list-style-type: none"> <li>Uses language such as more and a lot</li> <li>Knows that a group of things changes in quantity when something is added or taken away</li> </ul>	<ul style="list-style-type: none"> <li>Begin to understand the vocabulary of half</li> </ul>	<ul style="list-style-type: none"> <li>Begin to use the language of size</li> <li>Anticipates specific time based events such as meal time or home time</li> <li>Begin to categorize objects according to properties such as size</li> </ul>	<ul style="list-style-type: none"> <li>Notices simple shapes</li> <li>Notices simple patterns</li> <li>Begin to categorize objects according to properties such as shape</li> <li>Begin to talk about the shapes of everyday objects (e.g. round, tall)</li> </ul>
2	<ul style="list-style-type: none"> <li>Count forward to 5</li> <li>Count back from 5</li> <li>Order numbers to 5</li> <li>Recognise which number is one more for numbers 0-5</li> <li>Recognise which number is one less for numbers 0-5</li> <li>Represent quantities to 5</li> </ul>	<ul style="list-style-type: none"> <li>Using objects, add two 1-digit numbers by counting on to find the answer</li> <li>Begin to understand the vocabulary related to doubling, halving and sharing</li> </ul>	<ul style="list-style-type: none"> <li>To understand the vocabulary of half</li> </ul>	<ul style="list-style-type: none"> <li>Use everyday language to talk about size,</li> <li>Use everyday language to talk about capacity</li> <li>Understands some talk about immediate past and future (e.g. before later or soon)</li> </ul>	<ul style="list-style-type: none"> <li>Begin to use the vocabulary of pattern</li> <li>Shows awareness of similarities of shapes in the environment</li> <li>Uses positional language (e.g. under, on top, in)</li> </ul>
3	<ul style="list-style-type: none"> <li>Count forward from 0 to 10</li> <li>Count back from 10 to 0</li> <li>Order numbers to 10</li> <li>Recognise one more than numbers to 10</li> <li>Recognise one less than numbers to 10</li> <li>Represent quantities to 10</li> </ul>	<ul style="list-style-type: none"> <li>Using objects, subtract two 1-digit numbers by counting back to find the answer</li> </ul>	<ul style="list-style-type: none"> <li>Begin to recognise half of an object (e.g. an orange)</li> </ul>	<ul style="list-style-type: none"> <li>Use everyday language to talk about:               <ul style="list-style-type: none"> <li>Time</li> <li>Money</li> <li>Weight</li> <li>Distance</li> </ul> </li> <li>Orders two items by:               <ul style="list-style-type: none"> <li>Length</li> <li>Height</li> <li>Capacity</li> </ul> </li> <li>Recognise coins 1p 2p 5p 10p 20p</li> </ul>	<ul style="list-style-type: none"> <li>Selects a particular named 2D shape e.g. can hand you a square</li> <li>Name a:               <ul style="list-style-type: none"> <li>Circle</li> <li>Triangle,</li> <li>Square</li> <li>Rectangle</li> </ul> </li> <li>Use familiar objects and common shapes to build objects</li> <li>Use familiar objects to create their own simple pattern</li> </ul>
4	<ul style="list-style-type: none"> <li>Count forward from 0 to 15</li> <li>Count back from 15 to 0</li> <li>Order numbers 0 to 15</li> <li>Recognise which number is one more for numbers 0 to 15</li> <li>Recognise which number is one less for numbers 0 to 15</li> <li>Represent quantities to 15</li> </ul>	<ul style="list-style-type: none"> <li>Using quantities, begin to subtract two 1-digit numbers by counting back to find the answer</li> <li>Using quantities, begin to add two 1-digit numbers by counting on</li> <li>Practically half an even number of objects to 10</li> <li>Practically double a number of objects to 5 (e.g. <math>5 + 5 = 10</math>)</li> </ul>	<ul style="list-style-type: none"> <li>To recognise one half of a shape</li> </ul>	<ul style="list-style-type: none"> <li>Compare quantities and objects using everyday language of:               <ul style="list-style-type: none"> <li>Size</li> <li>Weight</li> <li>Capacity</li> <li>Distance</li> <li>Time</li> <li>Money</li> </ul> </li> <li>Orders and sequences familiar events</li> <li>Orders three items by:               <ul style="list-style-type: none"> <li>Length</li> <li>Height</li> <li>Capacity</li> </ul> </li> <li>Order two items by weight</li> </ul>	<ul style="list-style-type: none"> <li>Selects a particular 3D shape</li> <li>Name a:               <ul style="list-style-type: none"> <li>Cube,</li> <li>Cuboid,</li> <li>Sphere,</li> <li>Cylinder,</li> <li>Cone</li> </ul> </li> <li>Use familiar objects and common shapes               <ul style="list-style-type: none"> <li>To create patterns</li> <li>To recreate patterns</li> </ul> </li> <li>Create simple repeating patterns using one variable e.g. red, blue, red, blue, clap, stamp, clap, stamp</li> <li>Use language to talk about position (e.g. beside, next to, between)</li> </ul>
5	<ul style="list-style-type: none"> <li>Count forwards to 20, starting at 0</li> <li>Count back from 20 to 0</li> <li>Order numbers 0 to 20</li> </ul>	<ul style="list-style-type: none"> <li>Using quantities and objects, add 1-digit numbers by counting on to find the answer</li> </ul>	<ul style="list-style-type: none"> <li>Recognise one half of an object or</li> </ul>	<ul style="list-style-type: none"> <li>Use everyday language to :               <ul style="list-style-type: none"> <li>Compare quantities and objects to solve problems involving size</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>Uses everyday language to solve problems involving position</li> <li>Recognise patterns</li> <li>Create repeating patterns</li> </ul>

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		<ul style="list-style-type: none"> <li>Using quantities and objects subtract two 1-digit numbers by counting back to find the answer</li> </ul>	shape	<ul style="list-style-type: none"> <li>Compare quantities and objects to solve problems involving weight</li> <li>Compare quantities and objects to solve problems involving capacity</li> <li>Compare objects to solve problems involving distance</li> </ul>	<ul style="list-style-type: none"> <li>Recreate repeating patterns using multiple variables (e.g. red triangle, blue square, red triangle, blue square, clap, clap, stamp, clap, clap, stamp)</li> <li>Describe patterns</li> </ul>
6	<ul style="list-style-type: none"> <li>Recognise which number is one more for numbers 0 to 20</li> <li>Recognise which number is one less for numbers 0 to 20</li> <li>Represent quantities to 20</li> </ul>	<ul style="list-style-type: none"> <li>Solve problems involving doubling</li> <li>Solve problems involving halving</li> <li>Solve problems involving sharing</li> </ul>	<ul style="list-style-type: none"> <li>Recognise one half of an object or shape</li> </ul>	<ul style="list-style-type: none"> <li>Use everyday language to : <ul style="list-style-type: none"> <li>Compare quantities and objects to solve problems involving time</li> <li>Compare quantities and objects to solve problems involving money</li> <li>Measure short periods of times in simple ways (e.g. egg timers)</li> <li>Order three objects by weight</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>Describe the properties of 2D shapes (e.g. flat, sides, corners)</li> <li>Describe the properties of 3D shapes (solid, faces, corners, edges)</li> </ul>