

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	<p>Mathematical Vocabulary: Communication and Language</p> <ul style="list-style-type: none"> • Use a wider range of vocabulary. • Understand 'why' questions, like: "why do you think the caterpillar is so fat?" <p>Number and Place Value: Counting</p> <p>Mathematics</p> <ul style="list-style-type: none"> • Recite numbers past 5. • Say one number name for each item in order: 1, 2, 3, 4, 5. • Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). <p>Identifying, Representing and Estimating Numbers</p> <p>Mathematics</p> <ul style="list-style-type: none"> • Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). • Show 'finger numbers' up to 5. • Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. • Experiment with their own symbols and marks as well as numerals. <p>Reading and Writing Numbers</p> <p>Mathematics</p> <ul style="list-style-type: none"> • Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. • Experiment with their own symbols and marks as well as numerals. <p>Compare and Order Numbers</p> <p>Mathematics</p> <ul style="list-style-type: none"> • Compare quantities using language: 'more than', 'fewer than'. <p>Solve Problems</p> <p>Mathematics</p> <ul style="list-style-type: none"> • Solve real world mathematical problems with numbers up to 5. <p>Measurement</p> <p>Describe, Measure, Compare and Solve (All Strands)</p> <p>Mathematics</p> <ul style="list-style-type: none"> • Make comparisons between objects relating to size, length, weight and capacity. <p>Telling the Time</p> <p>Mathematics</p> <ul style="list-style-type: none"> • Begin to describe a sequence of events, real or fictional, using words, such as 'first', 'then...' <p>Properties of Shapes</p> <p>Recognise 2D and 3D Shapes and their Properties</p> <p>Mathematics</p>					

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	<ul style="list-style-type: none"> • 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’. • Select shapes appropriately: flat surfaces for a building, a triangular pattern for a roof, etc. • Combine shapes to make new ones – an arch, a bigger triangle, etc. <p>Position and Direction Position, Direction and Movement Mathematics</p> <ul style="list-style-type: none"> • Understand position through words alone – for example, “The bag is under the table,” – with no pointing. • Describe a familiar route. • Discuss routes and locations, using words like ‘in front of’ and ‘behind’ <p>Patterns Mathematics</p> <ul style="list-style-type: none"> • Talk about and identify the patterns around them. For example, stripes on clothes, designs on rugs and wallpaper. Use informal language like ‘pointy’, ‘spotty’, ‘blobs’, etc. • Extend and create ABAB patterns – stick, leaf, stick, leaf. • Notice and correct an error in a repeating pattern. <p>Statistics Record, Present and Interpret Data Mathematics</p> <ul style="list-style-type: none"> • Experiment with their own symbols and marks, as well as numerals.
<p>Windrush Year R</p>	<p>Mathematical Vocabulary: Communication and Language</p> <ul style="list-style-type: none"> • Learn new vocabulary. • Use new vocabulary throughout the day. <p>ELG: Communication and Language Speaking</p> <ul style="list-style-type: none"> • Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary. <p>Number and Place Value: Counting Mathematics</p> <ul style="list-style-type: none"> • Count objects, actions and sounds. • Count beyond ten. <p>ELG: Mathematics Numerical Patterns</p> <ul style="list-style-type: none"> • Verbally count beyond 20 <p>Identifying, Representing and Estimating Numbers Mathematics</p> <ul style="list-style-type: none"> • Subitise. • Link the number symbol (numeral) with its cardinal number value. <p>ELG: Mathematics Number</p> <ul style="list-style-type: none"> • Subitise (recognising quantities without counting) up to 5. <p>Reading and Writing Numbers</p>

Mathematics

- Link the number symbol (numeral) with its cardinal number value.

Compare and Order Numbers

Mathematics

- Compare numbers.

ELG: Mathematics Numerical Patterns

- Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.

Understanding Place Value

Mathematics

- Understand the 'one more than/one less than' relationship between consecutive numbers.
- Explore the composition of numbers to 10.

ELG: Mathematics Number

- Have a deep understanding of numbers to 10, including the composition of each number.

Addition and Subtraction Mental Calculations

Mathematics

- Automatically recall number bonds for numbers 0-5 and some to 10.

ELG Mathematics Number

- Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.

Solve Problems

ELG Mathematics Numerical Patterns

- Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed evenly.

Measurement Describe, Measure, Compare and Solve (All Strands)

Mathematics

- Compare length, weight and capacity.

Properties of Shapes Recognise 2D and 3D Shapes and their Properties

Mathematics

- Select, rotate and manipulate shapes in order to develop spatial reasoning skills

Compare and Classify Shapes

Mathematics

- Compose and decompose shapes so that children can recognise a shape can have other shapes within it, just as numbers can.

Position and Direction

Understanding the World

- Draw information from a simple map.

Patterns

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	Mathematics • Continue, copy and create repeating patterns.		
Cherwell Year 1	Place Value within 20 Addition and subtraction within 20 Shape	Place value within 50 addition and subtraction within 20 length and height mass and volume	multiplication and division fractions position and direction place value within 100 money time
Evenlode Year 2/3	Place value Addition and subtraction shape	Money Multiplication and division Length and height Mass, capacity and volume	Fractions Time Statistics Position and direction consolidation
Isis Year 3/4	Place Value Addition and subtraction Multiplication and Division	Multiplication and Division Length and Perimeter and area Fractions Mass and capacity	Decimals Time Money Shape, Position and direction Statistics
Thames Year 5/6	Place value Addition and Subtraction Multiplication and Division Fractions Converting units	Ratio Algebra Decimals and percentages Area, perimeter and volume Statistics	Shape Position and direction Negative numbers Converting units Volume