

Maths - Numerical Patterns

- Verbally count beyond 20, recognising the patterns of the counting system
- compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity
- explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.

Power Maths	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Numerical patterns	Count objects to ten Begin to link the number symbols 1-5 with the cardinal values.	Continue, copy repeated patterns.	Create patterns using a range of resources. Count an irregular arrangement of up to ten objects. Understand addition to five using all combinations. Estimate how many objects and check by counting them.	Count objects, actions and sounds. Understand 5,6,7, 8, 9, 10 and be able to manipulate the numbers.	ELG- <ul style="list-style-type: none"> • Verbally count beyond 20, recognising the patterns of the counting system. • Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity. • Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally. 	
Shapes, space, measures and spatial thinking	Use comparative language like taller, shorter, the same. Begin to talk about the properties of circles and triangles. Start to identify shapes in the environment. Find appropriate shapes for certain tasks.	<p>Time</p> <p>Talk about daily routine and use language like before and after.</p> <p>Identify, name and recognise properties of shapes with 4 sides.</p> <p>Make more meaningful pictures, patterns and arrangements with shapes.</p> <p>Combine shapes to make new shapes.</p> <p>Uses positional language.</p>	<p>Compare mass Compare capacity.</p> <p>Experiment with length, height, capacity then order and group items.</p> <p>Select, rotate and manipulate shapes in order to develop spatial reasoning skills.</p> <p>Notice similarities, differences, patterns and changes in position and direction.</p> <p>Use the language of direction when programming toys.</p> <p>Compose and decompose shapes, recognising a shape can have other shapes within it, just as numbers can.</p>	<p>Recall names for 2d and 3d shapes.</p> <p>Make observations of differences and similarities of shapes.</p> <p>Use some of the terms to describe shape properties.</p> <p>Order and sort shapes according to simple properties.</p> <p>Length and height</p> <p>Identify money and use it in play.</p> <p>Recall routines and start to relate them to the time on a clock.</p> <p>Select, rotate and manipulate shapes in order to develop spatial reasoning.</p>		