

Reception Maths- Summer Term

Week	White Rose Block	Small step objectives	Development Matters Curriculum links	Early Learning Goals	
1	To 20 and beyond	Build numbers beyond 10 (10-13) Continue patterns beyond 10 (10-13) Build numbers beyond 10 (14-20) Continue patterns beyond 10 (14-20) Verbal counting beyond 20 Verbal counting patterns		<p><u>Number</u></p> <ul style="list-style-type: none"> -Have a deep understanding of number to 10, including the composition of each number. -Subitise (recognise quantities without counting) up to 5. -Automatically recall (without reference to rhymes, counting or other aids) number bonds to 5 (including subtraction facts) and some number bonds to 10, including double facts. <p><u>Numerical Patterns</u></p> <ul style="list-style-type: none"> -Verbally count beyond 20, recognising the pattern of the counting system. -Compare quantities of 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. 	
2	How many now?	Add more How many did I add? Take away How many did I take away?			
3	Manipulate, compose and decompose	Select shapes for a purpose	<ul style="list-style-type: none"> -Count objects, actions and sounds -Subitise -Link the number symbol with its cardinal number value -Count beyond 10 -Compare numbers -Understand the 'one more than or one less than' relationship between consecutive numbers -Explore the composition of numbers to 10 -Automatically recall number bonds for numbers 0 to 5 and some to 10 		
4		Rotate shapes Manipulate shapes Explain shape arrangements Compose shapes Decompose shapes Copy 2D shape pictures Find 2D shapes within 3D shapes			
5	Sharing and grouping	Explore sharing Sharing Explore grouping Grouping Even and odd sharing Play with and build doubles			
6	Visualise, build and map	Identify units of repeating patterns			<ul style="list-style-type: none"> -Select, rotate and manipulate shapes to develop spatial reasoning skills
7		Create own pattern rules Explore own pattern rules Replicate and build scenes and constructions			

		<p>Visualise from different positions</p> <p>Describe positions</p> <p>Give instructions to build</p> <p>Explore mapping</p> <p>Represent maps with models</p> <p>Create own maps form familiar places</p> <p>Create maps and plans from story situations</p>	<p>-Compose and decompose shapes so that children can recognise a shape can have other shapes within it, just as numbers can</p> <p>-Continue, copy and create repeating patterns</p> <p>-Compare length, weight and capacity</p> <p>-Talk about Time</p>	
8	Make connections	Deepen understanding		
9		Patterns and relationships		
10				
11				
12				