Maths Medium Term Planning
Foundation 2


| Week | Theme | Progression | Development matters, Birth to 5 Matters And KPI's | Activities |
| :---: | :---: | :---: | :---: | :---: |
| 1 | Baseline |  |  |  |
| 2 | Subitising | NCETM Cardinality and counting | Recognise amounts without counting Count 1-1 <br> Count actions that can't be moved Subitises 4-5 <br> Having counted says the total Counts upto 10 objects | Sing number rhymes <br> Dot cards <br> Grabber games (handful of objects) <br> Dice games <br> Bingo <br> Bunny Ears (finger patterns) <br> Box games (split box) <br> N-rich Problem |
| 3 | 1-1 correspondence | NCETM Cardinality and Counting | Match sets of objects to numerals that represent that number of objects <br> Say and use number names in order in familiar contexts <br> Know that numbers identify how many objects are in a set <br> Count reliably up to 10 objects | Baking cup recipes <br> Fruit Salad (1 strawberry, 5 blueberries) Counting games |
| 4 | Composition of 1 and 2 | NCETM | Recognises numerals 1 to 5. | Number land |
| 5 | Composition of 3 and 4 | Composition | Counts up to three or four objects by saying one | 10 friends counting |
| 6 | Composition Of 5 |  | Number name for each item. <br> Counts actions or objects which cannot be moved. Counts objects to $10, \&$ beginning to count beyond 10. <br> Counts out up to six objects from a larger group. Finds one more or one less from a group of up to Five objects, then ten objects. <br> Show awareness that numbers are made up (composed) of smaller numbers Subitises larger amounts by subitising smaller groups (3 and 3) <br> Partitions in different ways. | Number blocks <br> Numicon <br> Number treasure hunts <br> Partition (5 frame, part/whole, Hungarian 5) <br> Write the numerals. <br> Sort objects What is 4 not 4 <br> Simon Says <br> + - = symbols |


| 7 | Sorting/ Compare <br> quantities | NCETM <br> Comparison | Uses the language of 'more' or 'fewer' to compare <br> two sets of objects. <br> Begins to organise and sort <br> Recognise and compare colours, shape, and size. <br> Estimates | Sort physical features (Velcro shoes, brown hair etc.) <br> How can they be sorted? <br> What's the same? Or different? <br> Sorting hoops, boxes, colours, size. |
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| 8 | Time (My Day) | NCETM <br> Measures | Orders and sequences events using everyday <br> language. | Read stories with order (The Very Hungry Caterpillar, <br> Peace at Last) <br> Order pictures from the story. <br> Use Timers to see how many you can do in 1 minute. <br> Obstacle courses (language of order) <br> Baking follow instructions in order. |

Autumn 2

| Week | Theme | Progression | Development matters, Birth to 5 Matters and KPI's | Activities |
| :---: | :---: | :---: | :---: | :---: |
| 1 | Counting (20) and number recognition to 10. | NCETM Cardinality and Counting | Recognise amounts without counting <br> Count 1-1 <br> Count actions that can't be moved <br> Subitises 4-5 <br> Having counted says the total <br> Counts upto 10 objects and selects the correct numeral <br> Put numerals 1-10 in order | Dot cards <br> Grabber games (handful of objects) <br> Dice games <br> Bingo <br> Bunny Ears (finger patterns) <br> Box games (split box) <br> N-rich Problem |
| 2 | 1 more/1 less to 5 | NCETM Composition | Adds 1 and subtracts 1 with numbers to 10 and uses some addition and subtraction vocabulary in practical activities. <br> Knows the number 1 more and 1 less to 10. Uses the language of more and fewer. | Staircases 1-5 <br> Number stories (bus 10s frame) <br> Games involving adding 1 more or subtracting 1. <br> Recap the symbols +1 and $-1=$ to record. <br> 1 more 1 less grid with objects. <br> Role plays party/picnic. Give 1 more cake or 1 less to the characters. |
| 3 | Composition of 1-5 (+) |  | Recognises numerals 1 to 5 . <br> Counts up to three or four objects by saying one Number name for each item. <br> Counts actions or objects which cannot be moved. Counts objects to $10, \&$ beginning to count beyond 10. | Number land <br> 10 friends counting <br> Number blocks <br> Numicon <br> Number treasure hunts <br> Partition (5 frame, part/whole, Hungarian 5) |


| 4 | Composition of $1-5(-)$ |  | Counts out up to six objects from a larger group. <br> Finds one more or one less from a group of up to <br> Five objects, then ten objects. <br> Show awareness that numbers are made up <br> (composed) of smaller numbers <br> Subitises larger amounts by subitising smaller <br> groups (3 and 3) <br> Partitions in different ways. <br> Children begin to explore and work out problems | Write the numerals. <br> Sort objects What is 4 not 4 <br> Simon Says <br> $+-=$ symbols |
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| 5 | 2D Shape |  | NCETM Shape |  |
| and Space |  |  |  |  |

## Spring 1

| Week | Theme | Progression | Development matters, Birth to 5 matters <br> And KPI's | Activities |
| :--- | :--- | :--- | :--- | :--- |
| 1 | Counting, recognition, <br> ordering/ 1 more 1 less | NCETM <br> Cardinality <br> and Counting | Recognise amounts without counting <br> Count 1-1 <br> Count actions that can't be moved <br> Subitises 4-5 | Numicon <br> Unifix <br> Tens frame <br> ! more 1 less grids |


|  |  |  | Having counted says the total <br> Counts upto 10 objects and selects the correct numeral <br> Put numerals 1-10 in order | Physical activities for adding 1 more or taking 1 less <br> 1 more 1 less bingo <br> Number tracks/lines <br> Physical activity adding 1 more 1 less along number tacks/lines |
| :---: | :---: | :---: | :---: | :---: |
| 2 | Composition of 6, 7 | NCETM Composition | Recognises numerals 1 to 10 <br> Counts up to three or four objects by saying one Number name for each item. <br> Counts actions or objects which cannot be moved. <br> Counts objects to $10, \&$ beginning to count beyond 10. <br> Counts out up to six objects from a larger group. <br> Finds one more or one less from a group of up to <br> Five objects, then ten objects. <br> Show awareness that numbers are made up (composed) of smaller numbers <br> Subitises larger amounts by subitising smaller groups (3 and 3) <br> Partitions in different ways. <br> Children begin to explore and work out problems | Number land <br> 10 friends counting <br> Number blocks <br> Numicon <br> Number treasure hunts <br> Partition (10 frame, part/whole, Hungarian 10) <br> Write the numerals. <br> Sort objects What is 4 not 4 <br> Simon Says <br> + - = symbols |
| 3 | Composition of 8,9 |  |  |  |
| 4 | Composition of 10 |  |  |  |
| 5 | Length/height | NCTEM <br> Measures | Solves problems involving predictions and discussion of comparisons of length, weight or capacity. <br> Becomes Familiar with measuring tools. | Thread beads onto pipe cleaners - which is the longest? <br> Measure the length or height with blocks. <br> Longer than my foot (cut out foot and compare) <br> Height of children <br> Compare objects and order. |
| 6 | Weight/capacity |  |  | Stories (Goldilocks, Dr Zoo) <br> Introduce the language (empty, full, half full, nearly <br> full) <br> Use different sized containers (tall, thin) <br> Use water, rice, pom poms sans etc. to compare capacity. <br> Balance Scales <br> Order 2 or 3 objects <br> Baking |


| Week | Theme | Progression | Development matters, Birth to 5 matters And KPI's | Activities |
| :---: | :---: | :---: | :---: | :---: |
| 1 | 2D | NCETM Shape and Space | Uses informal language as well as mathematical terms (heart shaped/ triangle) <br> Composes and decomposes shapes to make other shapes (triangles to make a square) Makes models, selecting blocks needed and visualising what they will build. | Introduce 2D shapes <br> Compare shapes (same/different) <br> Shape Hunts <br> Shape pictures <br> Printing shapes <br> Describe and sort shapes (side, vertices, corners) |
| 2 | 3D |  |  | Show a collection of shapes introduce and describe. Sort into groups Use Blocks to build in construction. Which shapes are best to build with? <br> Shape hunt <br> Hide shapes under a cover - Guess the shapes. <br> Use the characteristics to describe. (faces, edges, vertices) |
| 3 | Composition of upto 10 $(+)$ | NCETM Composition | Recognises numerals 1 to 5 . <br> Counts up to three or four objects by saying one Number name for each item. <br> Counts actions or objects which cannot be moved. <br> Counts objects to $10, \&$ beginning to count beyond 10. <br> Counts out up to six objects from a larger group. <br> Finds one more or one less from a group of up to <br> Five objects, then ten objects. <br> Show awareness that numbers are made up (composed) of smaller numbers <br> Subitises larger amounts by subitising smaller groups (3 and 3) <br> Partitions in different ways. <br> Children begin to explore and work out problems | Number land <br> 10 friends counting <br> Number blocks <br> Numicon <br> Number treasure hunts <br> Partition (5 frame, part/whole, Hungarian 5) <br> Write the numerals. <br> Sort objects What is 4 not 4 <br> Simon Says <br> + - = symbols |
| 4 | Composition of upto 10 (-) |  |  |  |
| 5 | Money | NCETM <br> Composition | Recognise British Coins Use language of money in play. Combine coins to make an amount. | Make a shop <br> Match coins to numicon. <br> Money bingo |


|  |  |  | Know how much coins represent. | Money match <br> Counting 1ps to make amounts. <br> Encourage children to buy items in provision. <br> Coin rubbings |
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| 6 | Revisit/ Review |  |  |  |

Summer 1

| Week | Theme | Progression | Development matters, Birth to 5 matters And KPI's | Activities |
| :---: | :---: | :---: | :---: | :---: |
| 1 | Counting, Number Recognition and order | NCETM Composition | Show awareness that numbers are made up (composed) of smaller numbers <br> Subitises larger amounts by subitising smaller groups (3 and 3) <br> Partitions in different ways. <br> Children begin to explore and work out problems Counts out upto 20 objects from a larger group |  |
| 2 | Patterns within 10 Doubles |  | Explore the composition of numbers to 10 and beyond <br> Recognise double patterns within the environment (dice, dominoes) <br> Recall double facts to 10 <br> Begin to explore mathematical problems, using signs and strategies of their choice. <br> Represent patterns with numbers using resource | Doubles in real life (pair) <br> Hungarian tens <br> Double ladybirds <br> Mirror <br> Paint dots to print onto other side <br> Numicon |
| 3 | Patterns within 10 Halves and odd/even | NCETM <br> Composition | Explore the composition of numbers to 10 and beyond <br> Recognise halving patterns within the environment (dice, dominoes) <br> Recall halving facts to 10 <br> Begin to explore mathematical problems, using signs and strategies of their choice. |  |


|  |  |  | Represent patterns with numbers using resources |  |
| :---: | :---: | :---: | :---: | :---: |
| 4 | Place value 10-20 | NCETM Composition | Show awareness that numbers are made up (composed) of smaller numbers <br> Subitises larger amounts by subitising smaller groups (3 and 3) <br> Partitions in different ways. <br> Children begin to explore and work out problems Counts out upto 20 objects from a larger group Begin to describe how 2 digit numbers are made Use the language of tens and ones. | Share the book How many legs <br> Make numbers using bundles of 10 s and 1s <br> Number blocks. <br> Numicon <br> Diennes <br> Counting forwards and back to 20 and beyond. |
| 5 | Measures (capacity, length, weight, height, distance) | NCETM measures | Solves problems involving predictions and discussion of comparisons of length, weight or capacity. <br> Becomes Familiar with measuring tools. Uses comparative language using than ( heavier than, longer than, shorter than) | Use the language of measures <br> Make prediction of how many cups it takes to fill a container. <br> Explore different size containers <br> Order containers <br> Use ramps to compare how far cars, paint and other liquids can travel. <br> Use language of distance (near, close, faraway) <br> Make estimating <br> Select appropriate unit of measure. |
| 6 | 2D/3D | NCETM <br> Shape and space | Uses informal language as well as mathematical terms (heart shaped/ triangle) <br> Composes and decomposes shapes to make other shapes (triangles to make a square) <br> Makes models, selecting blocks needed and visualising what they will build. <br> Find 2d shapes within 3d shapes <br> Select rotate and manipulate shapes in order to develop spatial reasoning skills Use language to describe the properties of shape. | Shape printing 2D and 3D shapes. <br> Shape pictures use 2d shapes to make new shapes (two squares = Oblong, Two triangles square) Use picture cards with models for children to recreate with shapes. <br> Jigsaws <br> Tangrams. <br> Shape hunts <br> Loop cards. <br> Use blocks to make famous landmarks and talk about shapes used. <br> Use play dough to form 3D shapes. |
| 7 | Time | NCETM measures | Orders and sequences events using everyday language. <br> Uses resources for measuring time Recognises the hands of a clock | Ordering <br> What time is it Mr Wolf <br> 1 minute challenge cards Physical clocks using hoops |


|  |  | Begins to tell the time O'clock. <br> Use the language of time (before, after, 1 hour <br> later etc.). | Use small clocks to make the time. <br> Provide clocks in the environment and on visual <br> timetables. |
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Summer 2

| Week | Theme | Progression | Development matters, Birth to 5 matters <br> And KPI's | Activities |
| :--- | :--- | :--- | :--- | :--- |
| 1 | Number ordering to 20 | NCETM <br> Composition | Show awareness that numbers are made up <br> (composed) of smaller numbers <br> Subitises larger amounts by subitising smaller <br> groups (3 and 3) <br> Partitions in different ways. <br> Children begin to explore and work out problems <br> Counts out up to 20 objects from a larger group | Numicon <br> Number cards <br> Unifix <br> Visual patterns on tens frames, dot and dice <br> patterns <br> Number cards <br> Building amounts with bricks and resources |
| 2 | Number bonds to 5 |  | Show awareness that numbers are made up <br> (composed) of smaller numbers <br> Subitises larger amounts by subitising smaller <br> groups (3 and 3) <br> Partitions in different ways <br> Recall addition and subtraction facts to 5 | 5s frames <br> Part, part whole <br> Numicon <br> Missing number games. ( 5 animas in the tent and 2 <br> came out how many left in the tent) <br> Bead strings |

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\begin{array}{|l|l|l|l|l|l|l|l}\hline & & & \begin{array}{l}\text { Subitises larger amounts by subitising smaller } \\
\text { groups (3 and 3) } \\
\text { Partitions in different ways } \\
\text { Recall addition and subtraction facts to 10 }\end{array} & \begin{array}{l}\text { 10 friends counting } \\
\text { Missing numbers } \\
\text { Concrete resources. } \\
\text { Memory games to make a set amount } \\
\text { skittles }\end{array} \\
\hline 5 & \text { Doubles } & & \begin{array}{l}\text { Grouping/ } \\
\text { sharing }\end{array} & \begin{array}{l}\text { Explore the composition of numbers to 10 and } \\
\text { beyond } \\
\text { Recognise double patterns within the } \\
\text { environment (dice, dominoes) } \\
\text { Recall double facts to 10 } \\
\text { Begin to explore mathematical problems, using } \\
\text { signs and strategies of their choice. } \\
\text { Represent patterns with numbers using resource }\end{array} & \begin{array}{l}\text { Doubles in real life (pair) } \\
\text { Hungarian tens } \\
\text { Double ladybirds } \\
\text { Mirror } \\
\text { Printing } \\
\text { Numicon }\end{array}
$$ <br>
Making doubles using different representations. <br>

(cubes, pegs, numicon)\end{array}\right\}\)| Sharing real items between 2 (people, animals) |
| :--- |
| Discuss odd and even when sharing amounts and |
| discuss what they notice? |
| Cutting real items in half (cakes, paper, pizza etc.) |

