## **Edenham CofE Primary School EYFS Maths Overview**

	Autumn					
Week	Focus	'Goals'				
l		Reception Baseline Assessment				
2 - 4	Number - Counting	Being able to accurately collect 2 objects				
	Representing and	Understanding that 2 comes after 1 when counting				
	understanding 1, 2, 3	Being able to accurately touch count				
		Being able to accurately write the numerals 1 and 2				
3 – 4	Number - Counting	Being able to accurately collect up to 5 objects as instructed				
	Representing and understanding 3,4,5	Understanding the order of numbers up to 5				
		Being able to accurately touch count up to 5				
		Being able to accurately write the numerals up to 5				
5 - 7	Number - Composition Comparing and composing (up to 5)	Solve real world problems with numbers up to 5				
		Making numbers up to 5 in different ways (combining groups)				
		Comparing numbers and amounts up to 5 (more or less)				
8	Number - Counting	Being able to accurately collect up to 8 objects				
	Representing and understanding 7,8	Understanding and being able to recite numbers in order up to 8				
		Being able to accurately touch count up to 8 objects				
		Being able to accurately write numerals up to 8				
9	Number - Counting	Being able to accurately collect up to 10 objects as instructed				
	Representing and understanding 9,10	Understanding the order of numbers up to 10				
		Being able to accurately touch count up to 10				
		Being able to accurately write the numerals up to 10				
10	Number - Composition	Making numbers up to 10 in different ways (combining groups)				
	Comparing and composing	Comparing numbers and amounts up to 10 (more or less)				
- 11	(up to 10)					
П	Number - Shape Spatial awareness	Constructing creations using shapes				
		Creating images using shapes				
		Re-creating a given image using shapes				
12	Shara	Giving simple directions				
12	<b>Shape</b> 2D	Naming common 2D shapes				
	20	Creating repeating patterns with shapes				
		Selecting a shape for a different purpose				
		Using specific language to compare shapes				

	Spring				
Week	Focus	'Goals'			
I	Number – Counting (up to 10)	<ul> <li>Counting forwards and backwards from any number up to 10</li> <li>Recognising one more and one less from any number up to 10</li> <li>Subitise numbers up to 10</li> </ul>			
2 - 3	Number – Composition (up to 10)	<ul> <li>Recognising which is more and which is less</li> <li>Knowing how many more or how many less</li> <li>Understanding the meaning of equal</li> </ul>			
4 – 5	Number – Composition (Up to 10)	<ul> <li>Recognising that different amounts (in different ways) can be combined to make a total</li> <li>Know the difference between 'parts' and 'whole'</li> <li>Explore how different amounts can be combined to make a total</li> </ul>			
6	Number – Composition (Number bonds to 5)	<ul> <li>Recall number bonds to 5</li> <li>Show with physical resources and images number bonds to 5</li> </ul>			
7-8	Number – Composition (Number bonds to 10)	<ul> <li>Recall number bonds to 10</li> <li>Show with physical resources and images number bonds to 10</li> </ul>			
9	Measure Height and Length	<ul> <li>Use language such as, longer, shorter, taller, higher</li> <li>Make predictions about which is longer/shorter etc</li> <li>Use bricks, cubes etc to measure items</li> <li>Begin to explore tape measures, rulers, height charts</li> </ul>			
10	<b>Measure</b> Capacity and Mass	<ul> <li>Use language such as, full, empty, heavier, lighter</li> <li>Make predictions about which is heavier, lighter, which will hold more</li> <li>Use items such as beads to fill a vessel and compare this to a second one</li> </ul>			
П	<b>Shape</b> 3D Shape	<ul> <li>Naming common 3D shapes</li> <li>Selecting a shape for a different purpose</li> <li>Discussing the properties of shapes</li> <li>Using specific language to compare shapes</li> </ul>			

Summer				
Week	Focus	'Goals'		
I - 3	Number - Counting (Numbers beyond 10)	<ul> <li>To accurately collect up to 20 objects as instructed</li> <li>Understanding the order of numbers up to 20</li> <li>To accurately touch count up to 20</li> <li>To accurately write the numerals up to 20</li> </ul>		
4 - 5	Shape (Pattern)	<ul> <li>Making a pattern around a border with a fixed number of spaces</li> <li>Making an indefinite pattern</li> <li>Using symbols or images to record patterns</li> <li>Explain the pattern</li> </ul>		
6	Shape 2D and 3D	<ul> <li>Understand that the same shape can look different</li> <li>Recognise shapes in different orientation</li> <li>Begin to draw shapes with increased accuracy</li> </ul>		
7	Measure (Time)	<ul> <li>Put events in order</li> <li>Understand that amount of time passing can be measured with clocks, timers and calendars</li> <li>Begin to have an understanding of the clock and its purpose</li> </ul>		
8	Number- Composition (Number bonds to 5)	Recall number bonds to 5 with increased fluency		
9	Number – Composition (Number bonds to 10)	Recall number bonds to 10 with increased fluency		
10	Number - Composition Grouping and sharing	<ul> <li>Sharing an amount into equal groups</li> <li>Understanding that equal groups cannot always be created with a given amount</li> </ul>		
П	Number – composition Odd and even	<ul> <li>Understand that when a number can be shared equally it is an even number</li> <li>Show this by sharing physical objects</li> </ul>		