Compton Primary School Reception Progression Map 2021/22

Maths

	Autumn A	Autumn B	Spring A	Spring B	Summer A	ELG	Mastery
White Rose Themes	**Just Like Me!** Match , sort , compare amounts **Just Like Me!** Explore patterns **It's Me 1,2,3!** Represent, compare and the composition of 1,2,3 **Light and Dark** Representing numbers to 5 One more , one less	**Alive in 5!** Introducing zero Comparing numbers to 5 Composition of 4 & 5 **Growing 6,7,8** 6, 7 & 8 Making pairs Combining 2 groups	**Building 9 and 10** 9 & 10 Comparing numbers to 10 Bonds to 10	**Superhero to 20 and beyond** Building numbers beyond 10 Counting patterns beyond 1 **On the Move** Deepening understanding Patterns and relationships Match, rotate and manipulate	**First, Then, Now** Adding more and taking away Compose and decompose **Find my pattern** Doubling, sharing, grouping, even and odd		
Number	-Represents numbers 1-5 in a variety of ways For example: 5 frame, Numicon, cubes, digit, a tally, a picture, dots on a dice. -Matches a number symbol with a number of objects up to 5 (link the number symbol (numeral) with its cardinal number value)	-Begins to subitise 1-5 items and say the quantity they represent. -Doubles numbers 1 - 3 using concrete objects. -Represent and explain no bonds to 5 using concrete objects	-Uses concrete objects to partition and recombine an amount up to 10 - identifying the pairs of numbers that make a total. -Shows the composition of numbers up to 5 e.g. I can make 5 with 2 + 3 or 4 + 1. Can look closely at numbers to see what else they can see. -Matches a number symbol with a number of objects up to 10	Begins to re-orders numerals from 1 to 20. -Begins to work out one more and one less than a number up to 20 using a preferred method: mentally, using objects or on a number line. -Uses and writes numbers beyond 10 independently in learning through play.	- Double numbers up to 10 using concrete objects -Works out one more and one less than a number up to 20	<u>Number</u> **Have a deep understanding of number to 10, including the composition of each number (ELG)** **Subitises (recognise quantities without counting) up to 5 (ELG)** **Automatically recalls (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 (ELG)**	-Shows a more complex understanding of the composition of a number when in the provision for example- "2p, 2p, 1p and the same again makes 10p altogether." -Shows an understanding of the different ways that numbers can be partitioned, i.e. into more than two groups. - Subitises in different contexts, such as when counting using equipment in the indoor and outdoor provision.

			- Begins to subitise amounts (e.g. on a dice, tens frame, dominoes) and in irregular arrangements -Uses concrete objects to partition and recombine an amount up to 10 - identifying the pairs of numbers that make a total (also in 'Number section') - Automatically recalls number bonds to 5 and some to 10. Recall doubles up to 5				- Applies number bond knowledge when solving practical problems. "There's 10 Lego people, I can only see 3 so we need to find 7."
Numerical Patterns	-Begins to count objects, actions and sounds to 10 accurately, saying the number names in sequence. -Compares quantities up to 5, saying when they have more, less or the same. Can check that groups are equal by counting concrete objects. -Begins to understand the concept of the 1 more than or 1 less than relationship between consecutive numbers, with concrete objects.	-Counts objects, actions and sounds to 10 accurately, saying the number names in sequence. -Partitions amounts into equal groups when sharing with a friend.	-Begins to count beyond 10 by rote and using objects, saying the number names in sequence. -Counts backwards from 10. -Orders numerals from 1 to 10. -Counts irregular arrangements of objects to 10. -Begins to compare numbers and quantities up to 10 using vocabulary more than, less than, fewer, greater than, the same as and equal to.	-Counts beyond 10 by rote and using objects, saying the number names in sequence. -Begins to counts backwards from numbers beyond 10. -Counts irregular arrangements of objects to 20.	-Identifies even and odd numbers up to 10. -Begins to record addition and subtraction using own system. -Model how to record addition and subtraction using standard symbols.	<u>Numerical Patterns</u> **Verbally counts beyond 20, recognising the pattern of the counting system (ELG)** **Compares quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity (ELG)**	- Records quantities in games independently such as a tally chart to keep score. Able to use representations to say who has won or order the points in a game. - Explores counting in jumps of numbers in 2s, 5s and 10s.

			-Recognises amounts that have been rearranged and to generalise that, if nothing has been added or taken away, then the amount is the same. -Counts out or 'give' up to 5 objects from a larger group of objects e.g. play a dice game to collect a number of objects from a larger group.				
White Rose Themes **Shape** **Time** **Measures** **Positional Language** (No longer covered in ELG but still to be taught)	**Just Like Me!** Compare size, mass, capacity Explore patterns **It's Me 1,2,3!** Circles, triangles and positional language	**Alive in 5!** Compare Mass (2) Compare Capacity (2)	**Growing 6,7,8** Length & Height Time **Building 9 and 10** 3D-shape Pattern (2)	**Superhero to 20 and beyond** Spatial reasoning	**Find my pattern** Spatial reasoning		