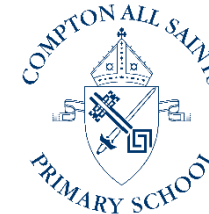


Compton Primary School Reception Progression Map 2022/23



Maths

	Autumn A	Autumn B	Spring A	Spring B	Summer A	ELG	Mastery
White Rose Themes	<p>Just Like Me! Match , sort , compare amounts</p> <p>Just Like Me! Explore patterns</p> <p>It's Me 1,2,3! Represent, compare and the composition of 1,2,3</p> <p>Light and Dark Representing numbers to 5 One more , one less</p>	<p>Alive in 5! Introducing zero Comparing numbers to 5 Composition of 4 & 5</p> <p>Growing 6,7,8 6, 7 & 8 Making pairs Combining 2 groups</p>	<p>Building 9 and 10 9 & 10 Comparing numbers to 10 Bonds to 10</p>	<p>Superhero to 20 and beyond Building numbers beyond 10 Counting patterns beyond 1</p> <p>On the Move Deepening understanding Patterns and relationships Match, rotate and manipulate</p>	<p>First, Then, Now Adding more and taking away Compose and decompose</p> <p>Find my pattern Doubling, sharing, grouping, even and odd</p>	Review areas that children are not secure with.	
Number	<p>-Represents numbers 1-5 in a variety of ways For example: 5 frame, Numicon, cubes, digit, a tally, a picture, dots on a dice.</p> <p>-Matches a number symbol with a number of objects up to 5 (link the number symbol (numeral) with its cardinal number value)</p>	<p>-Begins to subitise 1-5 items and say the quantity they represent.</p> <p>-Doubles numbers 1 - 3 using concrete objects.</p> <p>-Represent and explain no bonds to 5 using concrete objects</p>	<p>-Uses concrete objects to partition and recombine an amount up to 10 - identifying the pairs of numbers that make a total.</p> <p>-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.</p> <p>-Matches a number symbol with a number of objects up to 10</p>	<p>Begins to re-orders numerals from 1 to 20.</p> <p>-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.</p> <p>-Uses and writes numbers beyond 10 independently in learning through play.</p>	<p>- Double numbers up to 10 using concrete objects -Works out one more and one less than a number up to 20</p>	<p><u>Number</u> Have a deep understanding of number to 10, including the composition of each number (ELG)</p> <p>Subitises (recognise quantities without counting) up to 5 (ELG)</p> <p>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)</p>	<p>-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."</p> <p>-Shows an understanding of the different ways that numbers can be partitioned, i.e. into more than two groups.</p> <p>- Subitises in different contexts, such as when counting using equipment in the indoor and outdoor provision.</p>

			<ul style="list-style-type: none"> - 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 				<ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> -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. 	<ul style="list-style-type: none"> -Counts objects, actions and sounds to 10 accurately, saying the number names in sequence. -Partitions amounts into equal groups when sharing with a friend. 	<ul style="list-style-type: none"> -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. 	<ul style="list-style-type: none"> -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. 	<ul style="list-style-type: none"> -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. 	<p><u>Numerical Patterns</u> Verbally counts beyond 20, recognising the pattern of the counting system (ELG)</p> <p>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)</p>	<ul style="list-style-type: none"> - 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.

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