## Term 1 \& 2

| Ordinality, order \& position |  <br> rhymes <br> Count things that can't be seen - 5 <br> Solve 1 more \& 1 less to 5 |
| :--- | :--- |
| Cardinality, label for the group | Recognition of Numerals - 5 <br> Perceptual Subitising 1-3, then 4, then 5. See it, use circling <br> finger. <br> Concept images: Natural world, fingers, spot patterns <br> (random, dice \& dominoes showing up to 5 dots on each half), <br> 5 frames, numicon, Numberblocks, cuisenaire, rekenreks 1 <br> push |
| Comparison | Compare quantities up to 5 recognising same, more (greater <br> number) less (fewer number). |
| Composition | Conceptual subitising - 5 (addition/subtraction/partitioning all <br> taught together) |
| Conservation | Different arrangements to 5 |
| Classification \& sorting | Same \& different generally. Teach surface \& edge (flat,curved) |
| Mark Making | Draw around quantities to 4 to perceptually subitise and <br> quantities to 5 to conceptually subitise. Draw quantities to 5 <br> using concept images |

## Term 3 \& 4

| Ordinality, order \& position | Verbally count to 10 forwards and backwards from any <br> number to any number <br> Count things that can't be seen - 10 <br> Recall 1 more \& 1 less to 5 <br> Solve 1 more \& 1 less to 10 |
| :--- | :--- |
| Cardinality, label for the group | Recognise Numerals -10. Write numerals -5 |
| Comparison | Compare quantities up to 10 recognising same, more (greater <br> number) less (fewer number). <br> Estimate - dot patterns more than 5 |
| Composition | Conceptual subitising - 10 (addition/subtraction/partitioning <br> all taught together). <br> Rekenreks 1 push -10 |


|  | Represent using part whole and bar models to 5 then to 10 <br> Missing parts and wholes <br> Equal Sharing 'When the Doorbell Rang' <br> Begin to recall combinations that total 3,4 \& 5 |
| :--- | :--- |
| Conservation | Shape: exploring properties. Surface then face. Edges <br> Walters Wonderful web (2d shape names) shape of surfaces |
| Classification \& sorting | Draw around quantities to 4 to perceptually subitise and <br> quantities to 10 to conceptually subitise. Draw quantities to 10 <br> using concept images. Draw part whole. |
| Mark Making | Man |

Term 5 \& 6

| Ordinality, order \& position | Verbally counting beyond 20 , recognising the pattern <br> Order numbers to 10 <br> Order numerals not in sequence e.g. 5, 9, 2. <br> Recall 1 more \& 1 less to 10 <br> Identify missing numbers |
| :---: | :---: |
| Cardinality, label for the group | Recognise numerals beyond 10 (e.g. 12= 1 finished ten and 2 of the next 10) Write numerals beyond 10. Draw 10s and 1s e.g 32 III .. |
| Comparison | Comparison of 7 and 8 <br> Developing a sense of magnitude, e.g. knowing that 8 is a lot more than 2 , but that 4 is only a little bit more than 2.5 needs $x$ to make $x$. <br> Estimate - dot patterns more than 5, more than 10 |
| Composition | Recall all number bonds to 5 and some to 10 <br> Recall double facts <br> Conceptual subitising of quantities 5-10 within larger groups <br> Teach grouping arrays <br> Equal sharing. A Remainder of One story. Link to arrays and 'even' <br> Part whole |


|  | Addition and subtraction number tracks, moving away from <br> 10s frames by building underneath and turning them over <br> before removing altogether. Link to bar modelling |
| :--- | :--- |
| Conservation |  |
| Classification \& sorting | Angles, vertices, sides, triangle, polygons, quadrilaterals, <br> square rectangle, oblong rectangle |
| Mark Making | Secure numeral formation. Write numerals beyond 10. Draw <br> 10s and 1s. Draw arrays. Record on 5/10 frames. Continue to <br> draw concept images. |

