

## Reception Overview

Year	Reception
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### Numbers

Children count reliably with numbers from 1 to 20, place them order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing.

- Recognise some numerals of personal significance.
- Recognises numerals 1 to 5.
- Counts up to three or four objects by saying one number name for each item.
- Counts actions or objects which cannot be moved.
- Counts objects to 10, and beginning to count beyond 10.
- Counts out up to six objects from a larger group.
- Selects the correct numeral to represent 1 to 5, then 1 to 10 objects.
- Counts an irregular arrangement of up to ten objects.
- Estimates how many objects they can see and checks by counting them.
- Uses the language of 'more' and 'fewer' to compare two sets of objects.
- Finds the total number of items in two groups by counting all of them.
- Says the number that is one more than a given number.
- Finds one more or one less from a group of up to five objects, then ten objects.
- In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting.
- Records, using marks that they can interpret and explain.
- Begins to identify own mathematical problems based on own interests and fascinations.

### Shape, space and measures

Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore 12 characteristics of everyday objects and shapes and use mathematical language to describe them.

- Beginning to use mathematical names for 'solid' 3D shapes and 'flat' 2-D shapes, and mathematical terms to describe shapes.
- Selects a particular named shape.
- Can describe their relative position such as '*behind*' or '*next to*'.
- Orders two or three items by length or height.
- Orders two items by weight or capacity.
- Uses familiar objects and common shapes to create and recreate patterns and build models.
- Uses everyday language related to time.
- Beginning to use everyday language related to money.
- Orders and sequences familiar events.
- Measures short periods of time in simple ways.

## Term by Term Objectives

ELG	Objective	All students
		Example tasks
<p><b>Numbers</b>  <u>Children count reliably with numbers from 1 to 20, place them order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing.</u></p>	<p>Recognise some numerals of personal significance</p>	<ul style="list-style-type: none"> <li>• Look at a selection of birthday cards with large numbers on the front. <i>Can you find how old you are? Which one will you have next year? Which one did you have last year? What is happening to the numbers?</i></li> <li>• Sort a range of birthday cards to find ages of family members. <i>How old is your brother? Can you pick out the card for his age? How is this number different to yours?</i></li> <li>• Order birthday cards on a number line. <i>There is a card missing. Can you tell me which one it is? How do you know? Can you create a card to add in?</i></li> <li>• Bake a cake for a class toy or a child and put numeral candles on top – leave a challenge in the playdough area for them to make a cake for someone of a specific age. <i>Kevin is four and has a younger brother. It's Kevin's brother's birthday today. Make different cakes to show what age he could be.</i></li> <li>• Go on a walk to look at numbers in the environment and take photographs e.g. number plates, doors, clocks. Give the children a tally chart back in class to find a range of numbers in the classroom. <i>Which number was found the most? Which number was found the least?</i></li> <li>• <i>I can see the number 4 in our classroom. Am I correct?</i> Once modelled by an adult, children could do this as a game together.</li> <li>• Children bring pictures of their house number in from home (taken on camera / drawn). Have images hidden all around the classroom – <i>can you find your own door number? What number house would live next door to you?</i></li> </ul>

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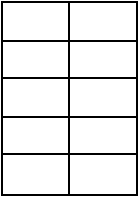
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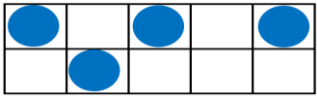
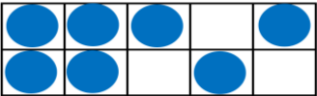
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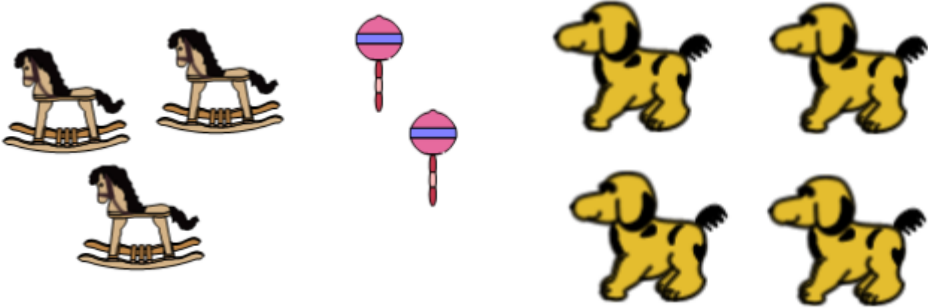
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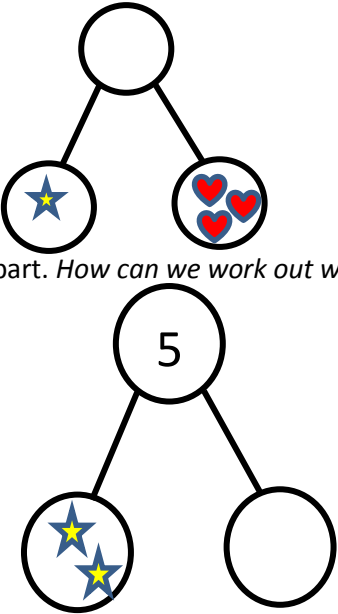
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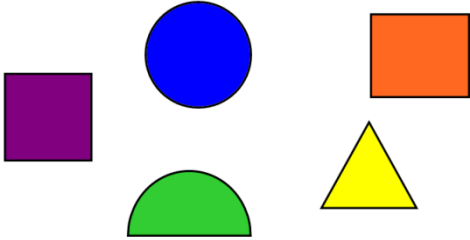
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<p><b>Numbers</b>  <u>Children count reliably with numbers from 1 to 20, place them order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing.</u></p>	<p>Records, using marks that they can interpret and explain.</p>	<ul style="list-style-type: none"> <li>• <i>How many children are here today?</i> (You may do this in smaller groups so the numbers are 20 or below) <i>Can you organise the children so they are easy to count? Can you record this amount and explain what you have done?</i>            To extend: <i>Can you edit you drawing/recordings to show me how many are girls and how many are boys?</i>            To support: Give all the children's pictures to a child. <i>Can you organise them into girls and boys? Can you draw the girls and count how many are here?</i></li> <li>• Split the class/group into two teams. Do a quiz and ask for one child to record the points. Ask for them to share who has the most points at the end.</li> <li>• Have a 'question of the day' on big sheets of paper for children to answer throughout the day. Schedule a time every day to look at the answers. <i>Can anyone tell me what this means? Do you agree? Why? Would you record it differently? Can you show the class?</i></li> </ul>



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<p><b>Shape, space and measures</b>            Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore 12 characteristics of everyday objects and shapes and use mathematical language to describe them.</p>	<p>Beginning to use mathematical names for 'solid' 3D shapes and 'flat' 2D shapes, and mathematical terms to describe shapes.</p>	<ul style="list-style-type: none"> <li>• <i>Can you find all the shapes with straight sides? Can you find any more shapes that have straight sides in the room? Can you describe one of the shapes for your friend to find?</i></li> </ul>  <ul style="list-style-type: none"> <li>• Bake cookies. <i>We need 5 cookies for teddy. He likes square cookies. Which cutter do we need? Can you cut 5 cookie shapes out?</i> Enhance the playdough provision with cookie cutters of various shapes.</li> <li>• Put a sound button (recording) in the playdough area. <i>The shape I want you to make today has 3 sides and 3 corners – can you make it? Show your shape to someone else. Do they know what it is?</i></li> <li>• On a maths walk, ask children to talk about the shapes they can see in their surroundings. Take pictures and print them out. <i>Organise the shapes and explain how you have organised them.</i></li> <li>• With appropriate picture books / whiteboard picture stories, ask the children to stop you and tell you when they spot a particular named shape.</li> </ul> <p>Make shapes with string and have them on the carpet for when the children come in. Discuss the mystery shapes without actually telling the children the names. <i>What do you notice about the mystery shapes? Can you construct your own?</i></p>

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<p><b>Shape, space and measures</b>            Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore 12 characteristics of everyday objects and shapes and use mathematical language to describe them.</p>	<p>Use familiar objects and common shapes to create and recreate patterns and build models</p>	<ul style="list-style-type: none"> <li>Can you make a house using the 2D shapes? Can you make a house with 5 windows?</li> <li>Present a pattern to class. <i>One of these shapes is in the wrong place. Can you find the wrong one? Can you make the pattern correct either by drawing or using the 2D shapes?</i> <div data-bbox="871 488 1473 576" data-label="Image"> </div> </li> <li>Can you create your own pattern using three different shapes?</li> <li>Provide a big bag of 2D shapes for children to explore. <i>Make me a picture by arranging the shapes on the carpet and then describe your picture to your partner. Why have you used circles?</i></li> <li>Provide paper &amp; paint / colouring equipment. <i>Can you copy this pattern and continue it? Can you create your own pattern using three colours and four shapes?</i> <div data-bbox="815 908 1075 959" data-label="Image"> </div> </li> <li>Show two patterns with similarities and differences. <i>What's the same? What's different?</i> <div data-bbox="815 1051 1200 1153" data-label="Image"> </div> </li> </ul>

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