Reception: Autumn term	Reception: Spring term	Reception: Summer term	Nursery	
Number: NCETM Mastering Number	Number: NCETM Mastering Number	Number: NCETM Mastering Number	Number: Development Matters	
Pupils will build on previous experiences of number from their home and nursery environments, and further develop their subitising and counting skills. They will explore the composition of numbers within 5. They will begin to compare sets of objects and use the language of comparison.	Pupils will continue to develop their subitising and counting skills and explore the composition of numbers within and beyond 5. They will begin to identify when two sets are equal or unequal and connect two equal groups to doubles. They will begin to connect quantities to numerals.	Pupils will consolidate their counting skills, counting to larger numbers and developing a wider range of counting strategies. They will secure knowledge of number facts through varied practice.	 Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Recite numbers past 5. Say one number for each item in order: 	
 identify when a set can be subitised and when counting is needed subitise different arrangements, both unstructured and structured, including using the Hungarian number frame 	 continue to develop their subitising skills for numbers within and beyond 5, and increasingly connect quantities to numerals begin to identify missing parts for numbers within 5 	 sets as well as counting actions and sounds explore a range of representations of numbers, including the 10-frame, and see how doubles can be arranged in a 10-frame 	 1,2,3,4,5. Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). 	
 make different arrangements of numbers within 5 and talk about what they can see, to develop their conceptual subitising skills spot smaller numbers 'hiding' inside larger numbers 	 explore the structure of the numbers 6 and 7 as '5 and a bit' and connect this to finger patterns and the Hungarian number frame focus on equal and unequal groups when comparing numbers 	 compare quantities and numbers, including sets of objects which have different attributes continue to develop a sense of magnitude, e.g. knowing that 8 is quite a lot more than 2, but 4 is only a little bit more than 2. 	 Show 'finger numbers' up to 5. Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. 	
 connect quantities and numbers to finger patterns and explore different ways of representing numbers on their fingers 	 understand that two equal groups can be called a 'double' and connect this to finger patterns 	 begin to generalise about 'one more than' and 'one less than' numbers within 10 	Experiment with their own symbols and marks as well as numerals.	
 hear and join in with the counting sequence, and connect this to the 'staircase' pattern of the counting numbers, seeing that each number is made of one more than the previous number 	 sort odd and even numbers according to their 'shape' continue to develop their understanding of the counting sequence and link cardinality and ordinality through the 'staircase' pattern 	 continue to identify when sets can be subitised and when counting is necessary develop conceptual subitising skills including when using a rekenrek 	 Solve real world mathematical problems with numbers up to 5. Compare quantities using language: 'more than', 'fewer than'. 	
 develop counting skills and knowledge, including: that the last number in the count tells us 'how many' (cardinality); to be accurate in counting, each thing must be counted once and once only and in any order; the need for 1:1 correspondence; understanding that anything can be counted, including actions and sounds compare sets of objects by matching 	 order numbers and play track games join in with verbal counts beyond 20, hearing the repeated pattern within the counting numbers 			
• begin to develop the language of 'whole' when talking about objects which have parts.				

Shape and Space: Development Matters	Shape and Space: Development Matters
 Select, rotate and manipulate shapes to develop spatial reasoning skills. Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can. 	 Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round' Select shapes appropriately: flat surfaces for building, a triangular prism for a roof, etc. Combine shapes to make new ones – an arch, a bigger triangle, etc.
Measurement: Development Matters	Measurement: Development Matters
Compare length, weight and capacity	 Understand position through words alone – for example, "The bag is under the table," – with no pointing. Describe a familiar route. Discuss routes and locations, using words like 'in front of' and 'behind'. Make comparisons between objects relating to size, length, weight and capacity.
Pattern: Development Matters	Pattern: Development Matters
Continue, copy and create repeating patterns	 Talk about and identify the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs', etc. Extend and create ABAB patterns – stick, leaf, stick, leaf. Notice and correct an error in a repeating pattern.
	• Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then'

		Pre- Moderation Step		Post- Moderation Step		Touris
		Well Below, Below, EXP	On track to meet ELG	Well Below, Below, EXP	On track to meet ELG	Targets
Autumn Term						•
Spring Term						•
Summer Term						•