OVERVIEW OF MATHS PLANNING

NB. Number will be covered within every topic and throughout every year of the cycle

	YEAR 1 OF CYCLE (2024-2025)			YEAR 2 OF CYCLE (2025-2026)			YEAR 3 OF CYCLE (2026-2027)		
	TERM 1	TERM 2	TERM 3	TERM 1	TERM 2	TERM 3	TERM 1	TERM 2	TERM 3
Lower School	**All About Me**	**Dinosaurs**	**Different Environments**	**Holidays & Transport**	**Weather**	**Life Cycles**	**Recreation and Leisure**	**The World Around Us**	**People Who Help Us**
Measure-ment *To include core relevant vocabulary for progression. level working within - see progression map*	**HEIGHT, SIZE & LENGTH** Non-standard measure of self & others *e.g. explore & compare height, big/small, hand size, shoe size etc.* **TIME** Routines including core vocabulary and making choices *e.g. daily routines, routines within school/home, now/next*	**PROBLEM SOLVING** Compare information about dinosaurs *e.g. size, height, length, weight, mass, age*	**CAPACITY & VOLUME** Explore, investigate & select suitable containers, use terms; full, empty, half full *e.g. water/sand play* **MASS & WEIGHT** Explore, investigate, select & compare heavy / light objects *e.g. objects from different environments* **MONEY** Handle money & recognise coins to pay fort items *e.g. play shop, pay for items*	**TIME Passage of time** Days of the week/ weekend, months/seasons **Sequence of events** in a day/ week including related core vocabulary *e.g. now, next, morning, afternoon, evening, wake up, meal times, bed time* **MONEY** Handle money & know what money is used for *e.g. Where do we shop for different items?*	**CAPACITY, VOLUME & TEMPERATURE** including core vocabulary *e.g. hot/cold, higher/lower temperature, volume of rainfall & capacity of containers*	**PROBLEM SOLVING Size, length, height, mass & weight** Compare animals & humans *e.g. at different stages of life: new-born, adult, old* **TIME Recognise & use language relating to key dates & ages** *e.g. evening & weekend, holidays, special dates such as birthdays etc. child/adult, young/old,*	**TIME Passage of time** Explore clocks as a means for passage of time. Experience the passage of time *e.g. timed activities, telling the time* **Sequence of familiar events** Daily/weekly events & recognise & use language related to key dates *e.g. different activities & hobbies on different days of the week, at different times; reading timetables*	**PROBLEM SOLVING** Compare, describe & solve practical problems for size, length, height, mass, weight, capacity, volume *e.g. natural & manmade objects in the environment*	**LENGTH, HEIGHT & WEIGHT** Non- standard measure of self & others **MONEY** Handle money & recognise coins, solve problems in practical contexts *e.g. play shop, pay for items on community visits*

Geometry *To include core relevant vocabulary for progression. level working within - see progression map*	**POSITIONAL LANGUAGE** Explore position through play and exploring movement *e.g. in front, behind, on, under adventure play / P.E. equipment*	**PROPERTIES OF 2d SHAPES** Explore, sort, name & describe a range of common 2d shapes and their properties *(rectangle, square, circle triangle)* *e.g. making 2d shapes in the woodland using twigs, shape hunt*	**PATTERN** Using everyday objects to copy and create patterns *e.g. making patterns with fruit, blocks, printing*	**POSITION DIRECTION & MOVEMENT** Describe, including language of different forms of transport *e.g. origin & destination, speed, direction of movement; forwards/ backwards*	**PATTERNS & SEQUENCES** Order & arrange combinations of mathematical objects *e.g. order containers by size to catch rainfall*	**RECOGNISE & NAME COMMON 2d & 3d SHAPES** Name and describe common 2d and 3 d shapes *(rectangle, square, circle triangle, cube, cuboid, sphere, pyramid)* *e.g. sorting 2d from 3d, 3d shape hunt, songs*	**POSITION DIRECTION & MOVEMENT** As part of physical activities, events & hobbies *e.g. speed of movement, direction of movement. Walking, running, hopping, jumping, moving high & low*	**PROPERTIES OF 2d & 3d SHAPES** Identify & describe the properties of 2d & 3d shapes within our environment *e.g. indoors & outdoors, make objects for different environments using different shapes, building using different shapes e.g. boxes & tubes (cubes & cylinders)*	**PATTERN USING 2d SHAPES** Copy and create patterns using common 2d shapes including when in different orientations *e.g. triangles rotated - making patterns with 2d shapes, chalking on the ground, creating shapes in the woodland making pattern* **Problem Solving** *e.g. missing shape in a simple pattern*
<u>Statistics</u> *To include core relevant vocabulary for progression. level working within - see progression map*	**GATHER & PRESENT DATA** about self & others e.g. *height, hand size, shoe size*	N/A	N/A	N/A	**GATHER & PRESENT DATA** about the weather e.g. hottest & coldest day/month, driest & wettest day/month	N/A	**GATHER & PRESENT DATA** about different activities, events & hobbies *e.g. favourite sport, favourite game, voting for new playground equipment*	N/A	N/A

Upper School	Healthy Me	Famous People	Ancient Egypt	From Farm to Fork	Mission To Mars & Beyond	Keen To Be Green	It's My Life	All Around the World	Eating Out
Measure *To include core relevant vocabulary for progression. level working within - see progression map*	**TIME** **Telling the time** Estimate & read time with increasing accuracy analogue clocks *e.g. o'clock, day/night, am/pm noon, midnight, days of the week, months of the year* **Sequencing time** Sequence familiar events & make plans *e.g. my playtime & healthy activities to do, before, after*	**MONEY** Handle & recognise coins/notes used to pay for different items *e.g. role play shop, pay for items in community, sorting coins, naming different coins*	**LENGTH/ HEIGHT** **MASS/WEIGHT** **VOLUME/ CAPACITY** **Estimation & problem solving** using different objects including shapes non-standard measurement *e.g. cups, spoons, hand span* For Awareness & Application, standard measurement *e.g. ml, l, cm, m, g, kg*	**WEIGHT & MASS** Measure mass & weight using non-standard measurement and for Awareness & Application standard measurement *e.g. of food/ objects* **MONEY** Handle & recognise coins / notes when buying & selling *e.g. pumpkins, enterprise items*	**TIME** **Passage of time** Estimate the passage of time with increasing accuracy & discuss different times of day *e.g. sunrise, sunset, night/day, timed activities* **Using and understanding time** Compare the duration of events *e.g. countdown of different spaceships, which takes the longest - eating a biscuit or an apple?*	**CAPACITY & VOLUME** Measure and compare volume of containers *e.g. bottles & containers that are to be recycled* **MONEY** Handle money & recognise coins & notes *e.g. to buy plants for a green space enterprise*	**LENGTH & HEIGHT** Measure and compare lengths using non-standard measurements *e.g. height, hand span, foot length* For Awareness & Application, standard measurements *e.g. mm, cm, m* **TIME** **Language of time** Recognise & use language relating to key dates/ages; to measure, compare & solve problems *e.g. child/adult, young/old, birthday, before, after, next* **Sequencing time** Everyday actions *e.g. brushing teeth, making sandwich*	**TIME** **Telling the time** Estimate & read time with increasing accuracy using analogue and digital clocks *e.g. o'clock, minute, hour second, half past*	**MONEY** Handle money & recognise coins & notes *e.g. know that we pay for food when out, read menus & understand what items cost, understand the 'reasonable' cost for an item* **PROBLEM SOLVING** ***using money*** *e.g. find different ways to make 10p, calculate payment including change*

<u>Geometry</u> *To include core relevant vocabulary for progression. level working within - see progression map*	N/A	**PATTERN & TESSELLATION** Investigate how 2d shapes fit together (Awareness & Application to include rotation of shapes) & find out which tessellates the best *e.g. jigsaws, famous artists* **POSITION & DIRECTION** Explore, follow and use vocabulary for turns *e.g. left, right, full/half turns (Awareness & Application clockwise, anti-clockwise), BeeBots, P.E., outdoor learning activities*	**PROPERTIES OF 2d & 3d SHAPES** Explore & identify the properties of 2d and 3d shapes *e.g. sorting 2d from 3d shapes, number of sides/corners, investigate the best 3d shape to use to build with & discuss why referring to the properties*	N/A	**POSITION, DIRECTION & MOVEMENT** Describe, identify and use right angles in shapes & turns *e.g. use BeeBots as rockets,* lines & angles **GRIDS & CORDINATES** Use simple grid co-ordinates *e.g. to find shapes/objects on simple grids, plot own grids, create treasure maps*	**COMPARE & CLASSIFY 2d SHAPES** Draw & compare range of 2d shapes in different orientations *e.g. 2d shape, rotate & see if still the same, trace/draw with ruler, create own shapes* **PROPERTIES OF 3d SHAPES** Make 3d shapes, explore, identify & describe properties *e.g. edges, vertices, faces, through modelling/ making sculptures*	N/A	**PROPERTIES OF 2d & 3d SHAPES** Identify lines of symmetry & angles in 2d shapes e.g. symmetry in nature, printing & folding paper **COMPARE & CLASSIFY 2d SHAPES** e.g. differences & similarities, 2d faces on 3d shapes **POSITION & DIRECTION** Understand, use and follow instructions & directions e.g. practical activities - to find an object, P.E.	**SHAPE & PATTERN** Explore and create 2d and 3d repeating patterns Awareness & Application to include rotation of shapes within pattern
<u>Statistics</u> *To include core relevant vocabulary for progression. level working within - see progression map*	**GATHER & COMPARE INTERPRET & CONSTRUCT** simple pictograms, & simple tables and use to solve mathematical questions	N/A	N/A	**INTERPRET & CONSTRUCT** simple pictograms, tally charts, block diagrams & tables and use to solve mathematical questions	N/A	**SORT & CATAGORISE** using diagrams & simple tables and use to solve mathematical questions *e.g. plastic/not plastic*, use shapes to sort &	**INTERPRET & CONSTRUCT** simple pictograms & block diagrams and use to solve mathematical questions	N/A	**INTERPRET & CONSTRUCT** simple tally & bar charts and use to solve mathematical questions *e.g. information about different restaurants/*

	e.g. about ourselves			*e.g. info about plants*		classify - 4 sides/ not 4 sides	*e.g. info about ourselves & others*		*cafes, food preferences etc.*