



Scartho Infants' School and Nursery

where we *play*, *learn* and *grow* together



Maths – Medium Term Overview – FS2

Term 1						Term 2					
1	2	3	4	5	6	1	2	3	4	5	6
Getting to Know You			Just Like Me!			It's Me 1, 2, 3!			Light and Dark		
<ul style="list-style-type: none">• WALT understand key times of the day (classroom routines• WALT use positional language in relation to continuous provision (where things belong)• WALT count using the one-to-one principle• WALT count using the stable-order principle• WALT count using the cardinal principle• WALT count using the abstraction principle• WALT count using the order-irrelevance principle			<ul style="list-style-type: none">• WALT match• WALT sort• WALT compare amounts• WALT compare size, mass and capacity• WALT make simple patterns			<ul style="list-style-type: none">• WALT represent 1, 2, 3• WALT compare 1, 2, 3• WALT make 1, 2, 3• WALT subitise to 3• WALT recognise number names, numerals and quantities to 3• WALT recognise circles and triangles• WALT identify properties of circles and triangles• WALT use positional language for spatial awareness			<ul style="list-style-type: none">• WALT count on and back to 4• WALT represent 4• WALT make 4• WALT subitise to 4• WALT recognise number names, numerals and quantities of 4• WALT count on and back to 4• WALT represent 5• WALT make 5• WALT use a five frame to represent 5• WALT subitise to 5• WALT recognise number names, numerals and quantities of 5• WALT say one more and one less• WALT identify and name shapes with 4 sides• WALT use night and day to order events using time language		
Term 3						Term 4					
1	2	3	4	5	6	1	2	3	4	5	6
Alive in 5!			Growing 6, 7, 8.			Building 9 and 10			Consolidation		
<ul style="list-style-type: none">• WALT recognise zero• WALT identify zero• WALT represent zero• WALT compare numbers to 5• WALT subitise numbers up to 5• WALT compose numbers up to 5 using different amounts• WALT recognise that numbers can be made up of parts• WALT compare mass• WALT compare capacity			<ul style="list-style-type: none">• WALT count on and back to 8• WALT represent 6, 7 and 8• WALT make 6, 7 and 8• WALT subitise to 8• WALT arrange up to 8 objects into groups of smaller numbers• WALT order and compare quantities up to 8• WALT find one more and one less• WALT look for patterns when finding one more and one less• WALT make pairs• WALT combine 2 groups to make a total• WALT use language to describe length and height (e.g. shorter, taller, longer)• WALT order and sequence events throughout a day• WALT order and sequence events throughout a week			<ul style="list-style-type: none">• WALT count on and back to 10• WALT represent 9 and 10• WALT make 9 and 10• WALT subitise to 10• WALT arrange up to 10 objects into groups of smaller numbers• WALT order and compare quantities up to 10• WALT find and know number bonds to 10• WALT explore 3-D shapes• WALT explore more complex patterns					
Term 5						Term 4					
1	2	3	4	5	6	1	2	3	4	5	6
To 20 and Beyond			First, Then, Now			Find My Pattern			On the Move		
<ul style="list-style-type: none">• WALT count on and back to 20• WALT represent numbers to 20• WALT make numbers to 20• WALT arrange up to 20 objects into groups of smaller numbers• WALT order and compare quantities up to 20• WALT build number bonds beyond 10• WALT explore positional language in relation to shape			<ul style="list-style-type: none">• WALT count on from any given number• WALT count back from any given number• WALT use ten frames, number lines or fingers to add more• WALT take away• WALT combine shapes to make new shapes			<ul style="list-style-type: none">• WALT double• WALT share objects• WALT group objects• WALT identify odd and even numbers• WALT explore repeated patterns			<ul style="list-style-type: none">• WALT solve problems• WALT explore patterns in number• WALT use positional language using maps		