

EYFS	Wk 1	Wk 2	Wk 3	Wk 4	Wk 5	Wk 6	Wk 7	Wk 8	Wk 9	Wk 10	Wk 11	Wk 12
T1 and T2	Getting to know you		Match, sort and compare Step 1 - Match objects Step 2 - Match pictures and objects Step 3 - Identify a set Step 4 - Sort objects to a type Step 5 - Explore sorting techniques Step 6 - Create sorting rules Step 7 - Compare amounts		Talk about measure and patterns Step 1 - Compare size Step 2 - Compare mass Step 3 - Compare capacity Step 4 - Explore simple patterns Step 5 - Copy and continue simple patterns Step 6 - Create simple patterns		It's me 1, 2, 3 Step 1 - Find 1, 2 and 3 Step 2 - Subitise 1, 2 and 3 Step 3 - Represent 1, 2 and 3 Step 4 - 1 more Step 5 - 1 less Step 6 - Composition of 1, 2 and 3		Circles and triangles Step 1- Identify and name circles and triangles Step 2 - Compare circles and triangles Step 3 - Shapes in the environment Step 4 - Describe position	1, 2, 3, 4, 5 Step 1 - Find 4 and 5 Step 2 - Subitise 4 and 5 Step 3 - Represent 4 and 5 Step 4 - 1 more Step 5 - 1 less Step 6 - Composition of 4 and 5 Step 7 - Composition of 1 - 5		Shapes with 4 sides Step 1 - Identify and name shapes with 4 sides Step 2 - Combine shapes with 4 sides Step 3 - Shapes in the environment Step 4 - My day and night
T3 and T4	Alive in 5 Step 1 - Introduce zero Step 2 - Find 0 to 5 Step 3 - Subitise 0 to 5 Step 4 - Represent 0 to 5 Step 5 - 1 more Step 6 - 1 less Step 7 - Composition Step 8 - Conceptual subitising to 5		Mass and capacity Step 1 - Compare mass Step 2 - Find a balance Step 3 - Explore capacity Step 4 - Compare capacity	Growing 6, 7, 8 Step 1 - Find 6, 7 and 8 Step 2 - Represent 6, 7 and 8 Step 3 - 1 more Step 4 - 1 less Step 5 - Composition of 6, 7 and 8 Step 6 - Make pairs-odd and even Step 7 - Double to 8 (find a double) Step 8 - Double to 8 (make a double) Step 9 - Combine 2 groups Step 10 - Conceptual subitising		Length, height and time Step 1 - Explore length Step 2 - Compare length Step 3 - Explore height Step 4 - Compare height Step 5 - Talk about time Step 6 - Order and sequence time		Building 9 and 10 Step 1 - Find 9 and 10 Step 2 - Compare numbers to 10 Step 3 - Represent 9 and 10 Step 4 - Conceptual subitising to 10 Step 5 - 1 more Step 6 - 1 less Step 7 - Composition to 10 Step 8 - Bonds to 10 (2 parts) Step 9 - Make arrangements of 10 Step 10 - Bonds to 10 (3 parts) Step 11 - Doubles to 10 (find a double) Step 12 - Doubles to 10 (make a double) Step 13 - Explore even and odd			Explore 3-D shapes Step 1 - Recognise and name 3-D shapes Step 2 - Find 2-D shapes within 3-D shapes Step 3 - Use 3-D shapes for tasks Step 4 - 3-D shapes in the environment Step 5 - Identify more complex patterns Step 6 - Copy and continue patterns Step 7 - Patterns in the environment	
T5 and T6	To 20 and beyond Step 1 - Build numbers beyond 10 (10-13) Step 2 - Continue patterns beyond 10 (10-13) Step 3 - Build numbers beyond 10 (14-20) Step 4 - Continue patterns beyond 10 (14-20) Step 5 - Verbal counting beyond 20 Step 6 - Verbal counting patterns		How many now? Step 1 - Add more Step 2 - How many did I add? Step 3 - Take away Step 4 - How many did I take away?	Manipulate, compose and decompose Step 1 - Select shapes for a purpose Step 2 - Rotate shapes Step 3 - Manipulate shapes Step 4 - Explain shape arrangements Step 5 - Compose shapes Step 6 - Decompose shapes Step 7 - Copy 2-D shape pictures		Sharing and grouping Step 1 - Explore sharing Step 2 - Sharing Step 3 - Explore grouping Step 4 - Grouping Step 5 - Even and odd sharing Step 6 - Play with and build doubles		Visualise, build and map Step 1 - Identify units of repeating patterns Step 2 - Create own pattern rules Step 3 - Explore own pattern rules Step 4 - Replicate and build scenes and constructions Step 5 - Visualise from different positions Step 6 - Describe positions Step 7 - Give instructions to build Step 8 - Explore mapping Step 9 - Represent maps with models Step 10 - Create own maps from familiar places			Make connections Step 1 - Deepen understanding Step 2 - Patterns and relationships	Consolidation

			Step 8 - Find 2-D shapes within 3-D shapes		Step 11 - Create own maps and plans from story situations		
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