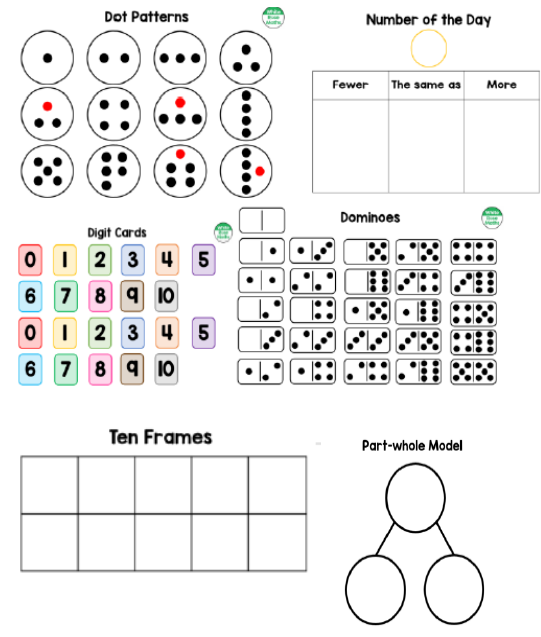
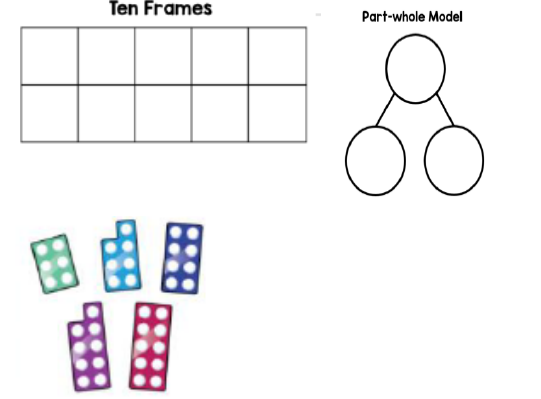


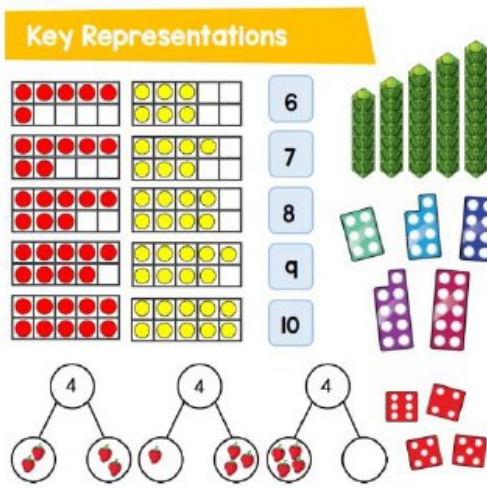
F2 Long Term Maths Progression

Term	Week	Number focus	Learning focus	Apparatus	Key Representations
Autumn 1	1	Transition	<ul style="list-style-type: none"> Number recognition 0-3 Counting by rote to 10 1-1 counting to 3 Subitising to 3 Counting out from a group Comparing groups Sorting 1 more/less to 3 Time- My day Positional language 	Numicon 5 frame Counters Cubes Sorting circles Number line	<div> <div>Key Representations</div> </div>
	2	0			
	3	1			
	4	2			
	5	3			
	6	3			
	7	SSM			
Autumn 2	1	4	<ul style="list-style-type: none"> Number recognition to 5 Counting by rote to 10 1-1 counting to 5 subitising to 5 Ordering numbers to 5 Counting out from a group Sorting Comparing groups- using language more & fewer Matching numeral to quantity 0-5 1 more/less to 5 Counting 2 groups to find a total Number bonds to 5 	Numicon 5 frame Part-part whole Counters Cubes Number line Sorting circles 2D shapes	<div> <div>Key Representations</div> </div>
	2	4			
	3	5			
	4	5			
	5	5			
	6	SSM			
	7	SSM			

F2 Long Term Maths Progression

			<ul style="list-style-type: none"> 2D Shape- link to number of sides and corners (triangle, square, rectangle, pentagon) Pictures & patterns. 		
Spring 1	1	6	<ul style="list-style-type: none"> Number recognition to 8 Counting by rote to 15 1-1 correspondence to 8 Ordering numbers to 8 Matching numeral to quantity to 8 1 more/less to 8 Adding 2 groups Subtracting with objects. Number bonds to 5. Patterns Money 	Numicon 10 frame Part-part whole Counters Money Number line	
	2	6			
	3	7			
	4	7			
	5	8			
	6	8			
Spring 2	1	9	<ul style="list-style-type: none"> Number recognition to 10 Counting by rote to 20 1-1 correspondence to 10 Ordering numbers to 10 Matching numeral to quantity to 10 1 more/less to 10 Adding 2 groups Subtracting with objects. Number bonds to 10. Recap 2D shapes & introduce 3D Estimation 	Numicon 10 frame Part-part whole Counters Cubes Number line 2D and 3D shapes	
	2	9			
	3	10			
	4	10			
	5	10			
	6	SSM			

F2 Long Term Maths Progression

Summer 1	1	11	<ul style="list-style-type: none">• Number recognition to 16• Ordering to 16• Counting to 20• Place value• Addition & subtraction to 10• Doubling & halving• Number bonds to 10• Capacity• Time	Numicon 10 frame Part-part whole 10s and 1s Counters Cubes Number line Timers Clocks Measuring containers	<div>Key Representations</div> 
	2	12			
	3	13			
	4	14			
	5	15			
	6	SSM			
Summer 2	1	16	<ul style="list-style-type: none">• Number recognition & ordering to 20• Counting to 20 and beyond• Place value• Addition & subtraction to 10• Doubling & halving• Odds and evens• Length & Weight• Recap 3D shape	Numicon 10 frame Part-part whole 10s and 1s Counters Cubes Number line Rulers Balance scales	
	2	17			
	3	18			
	4	19			
	5	20			
	6	SSM			
	7	SSM			

Throughout the year children will look at different representations of numbers using a range of images and apparatus. They will be provided with opportunities to apply their mathematical skills and knowledge in a range of contexts through carefully planned provision within the classroom and outdoor learning environment. Their counting, place value and number recognition skills will be supported daily through '100 days of school' and our daily calendar.



F2 Long Term Maths Progression