



Maths - Medium Term Plan - EYFS

Autumn Theme	Settling in	Just like me	It's me 123	Light & dark
	Weeks 1-3	Weeks 4-6	Weeks 7-9	Weeks 10-12
Objectives	<ul style="list-style-type: none"> - Build trusting relationships - Ensure children have good levels of well-being and involvement to be ready to learn. 	<ul style="list-style-type: none"> - Matching the same - Comparing different - Sorting - Odd one out - Comparing amounts/size/mass/capacity - Using balance scales - Make simple patterns 	<ul style="list-style-type: none"> - Representing 1,2,3 - Comparing 1,2,3 - Composition of 1,2,3 - Subitising - Circles and triangles - Spatial awareness - Positional language 	<ul style="list-style-type: none"> - Counting, representing, building number 1-5 - Mark making - One more, one less - Ordering numbers - Shapes with 4 sides - Combining shapes - Ordering routines - Positional language
Activities	Free play, get to know the area and resources, building relationships.	Matching socks, sorting natural objects, matching shapes, sharing plates, odd one out, sorting into hoops, compare items, combine objects, use balance scales, create patterns, use sound to create patterns, make repeating patterns with natural resources.	Use a counting basket for simple addition, counting and recognising numbers 1,2, 3, looking at various groups of numbers to say what they are, using and talking about simple shapes, introduce a 5 frame, look at paintings featuring circles, create circle art, making triangles, make pictures with shapes, compare shapes, read Rosie's walk, play the game 'rosie says', rosie hunt.	Learn about number 4 and 5, use counting basket, simple addition, look at squares and rectangles, sorting shapes into hoops, number recognition, create 10 frames, counting on fingers, ordering numbers, chalk number lines to learn 1 less, days of the week song, order of your day, mark making with chalk, creating obstacle courses.

Spring Theme	Alive in 5	Growing	Building 9 & 10	Consolidation
	Weeks 1-3	Weeks 4-6	Weeks 7-9	Weeks 10-12
Objectives	<ul style="list-style-type: none"> - Introducing 0 - Compare numbers to 5 - Composition on 4 and 5 - Compare mass - Compare capacity - Balancing numicon - Number bonds to 10 	<ul style="list-style-type: none"> - Numbers 1-10 mainly 6, 7, 8 - Making pairs - Using 10 frames - Composition of 6,7,8 - Combining 2 groups - Length and height - Time and measuring 	<ul style="list-style-type: none"> - Numbers 1-10 mainly 9 and 10 - Comparing numbers to 10 - Number bonds to 10 - 3D shapes - Pattern 	<ul style="list-style-type: none"> - Subitising - Counting - Composition - Sorting and matching - Comparing and ordering
Activities	<p>Zero hunt, use sand etc. to make the number 0, guessing numbers, counting songs, jump to numbers picked from cards, sorting objects into hoops, target game addition, talk about heavy and light, sorting by weight, weighing objects, estimating which might be heavier and lighter, human balance scales, ordering by size, compare cups of water, pouring and filling, estimating volume, make music with water.</p>	<p>Look at number 6, counting ladybird spots, share out objects, number 7, play skittles, pebbles in flowerpots, introduce 10 frame, matching ladybirds, matching socks, making pairs, use senses, make a pair by feeling, talk about halves, sorting objects in buckets, comparing, making playdough snakes, read story 'titch', order by size, read Mr Wolf's week, use sand timers, ordering photos, read the enormous turip, order seeds and vegetables by size, match pairs of numicon.</p>	<p>10 frames, hopscotch, 9 and 10 buckets counting objects into, subitising with dice, addition with dice, make 10 with numicon, making blocks of 9 and 10, take one off, add one on, skittles, addition with numicon, jaffa cake 10 frame, sing the number bond song, make 10 with numicon, dice, make 10 with small world animals, make 10 throwing bean bags into hoops, hiding cars, counting to 10, finding 10 objects, combining shapes, make pictures out of shapes, make shapes out of sticks, sorting shapes, look at patterns and 3D shapes, compare patterns, make patterns with natural materials, make a shape person.</p>	<p>Compare dice, more and less, subitising with objects, matching numerals to spots on plates, clapping numbers, feeding cookie monster cookies with different numbers of choc chips on, ordering numbers 1-20, play missing numbers, make number bonds to music, addition with number bonds, on and off bus addition and subtraction, apply number bonds in different situations using number fans to hold up answers, number problems, feely bag shapes, make shapes with rods, fill large shapes with smaller shapes, matching pairs treasure hunt, sorting, sharing, line up containers and compare, compare weight, balance scales,</p>

Summer Theme	To 20 and beyond	First, then, now	Find my pattern	On the move
	Weeks 1-3	Weeks 4-6	Weeks 7-9	Weeks 10-12
Objectives	<ul style="list-style-type: none"> - Subitising - Counting - Composition - Sorting and matching - Comparing and ordering - Number bonds 10-20 - Counting patterns beyond 10 - Spatial reasoning 	<ul style="list-style-type: none"> - Subitising - Counting - Composition - Sorting and matching - Comparing and ordering - Adding more - Taking away - Spatial reasoning 	<ul style="list-style-type: none"> - Doubling - Sharing equally - Count to 100 - Recognise the counting system - Explorer and represent patterns in number like odds and evens 	<ul style="list-style-type: none"> - Doubling - Count to 100 - Recognise the counting system - Explorer and represent patterns in number like odds and evens - Adding more - Taking away
Activities	Roll dice, dominos, match numbered pegs to numbers of spots, lock and key matching, estimating how many, counting for purpose, play hide and seek etc, number problems, sorting and matching outside, numicon number bonds, 10 frame number bonds, manipulate shapes for a purpose, make towers of 10 from a group of 20, counting in 2s, pattern from 10 to 20, odd one out.	Ordering numbers, ordering size, weight, height, manipulate shapes for a purpose, making holes with hole puncher and counting them, ordering numicon, 1 more and 1 less with numicon, experiment with sharing numbers out equally, dice addition, find objects to fill a 10 frame, board games with dice, sorting buttons into colours, grouping objects to find which group has an odd number.	Doubling dice, doubling dominos, doubling numicon – use scales, explore a 100 square, notice patterns in the 100 square, sharing into equal groups for example laying the table for toys, use an abacus, sort odd and even numicon, use counters to explore odd number.	Doubling laybird spots, additional and subtraction, adding more to a group, using whiteboards, counting backwards, explore a 100 square, notice patterns in the 100 square, counting objects to 100 grouping them as you go, missing numbers in a 10 frame, count in 2s, 5s, 10s, missing numbers from 100 square, using number lines for addition and subtraction.