

Reception, Term 2A

Summary of learning

Term 2A follows the 'Abacus' plans which develop basic maths concepts that enable children to build their skills in counting, recognising numbers to 10, identifying simple 2D shapes, to use some mathematical vocabulary for measuring time, and recognising coins.

Maths is still included throughout the provision during Topic teach lessons and during 'freeflow'. Activities are set up inside and outside the classrooms to allow children to explore a range of counting and matching activities.

| Week | Topic | Objectives |
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| 1 | Numbers – subtracting, counting | To know how to take away <ul style="list-style-type: none"> I can take away from a set of objects and know how many are left |
| 2 | Numbers – Comparing and ordering numbers | To count to 20 and then to 100, saying the 'next' number to any given number <ul style="list-style-type: none"> I can count to 20, I can put numbers in the right order I can talk about the number that comes before and after a given number I can find a number and say what it is. I can find a number on a number line I can pick a number and start counting from there to 20 I can find the missing numbers on a number line to 20 I can talk about what number comes next |
| 3 | Numbers – Adding, subtracting, estimating | To count up to 20 To estimate To start to record numbers and to mark the number in a set <ul style="list-style-type: none"> I can estimate how many cars there are I can count and talk about more and less I can estimate how many marbles there are in the jar I am beginning to record numbers I can estimate how many and record my estimate on a white board |
| 4 | Shape, space and measure - reasoning | To use the language of position, and to place things in given positions, in relation to each other <ul style="list-style-type: none"> I can say where the coloured square is on the grid I can explain where the teddy is I can program a 'Beebot' to turn left, right, forwards and backwards to get to the right place I can program a 'Beebot' to go and find his friends I can program the 'Beebot' to help put the numbers in the right order |
| 5 | Numbers – counting, adding and subtracting | To add 2 or 3 to a number up to 10 To find a total by counting on when that object is hidden <ul style="list-style-type: none"> I can count to 20, I can put numbers in the right order and work out which ones are missing I can count out the right number of objects up to 10 I can recognise numerals I can write numerals to 10/20 in the right order |

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| | | <ul style="list-style-type: none"> • I can add two more to numbers up to 20 • I can add 1, 2, 3 to a number up to 12 |
| 6 | Numbers – adding, subtracting, real life problems | <p>To understand addition as a combination of two sets To relate this to counting on and the partitioning of a set</p> <ul style="list-style-type: none"> • I can make 6 by adding two numbers together • I can work out how many spots a lady bird has altogether by adding • I can make 8 by counting on • I can make 7 by adding two numbers together • I can add two numbers to find out how many altogether |