Overview

|  | Week 1 | $\begin{gathered} \text { Week } \\ 2 \end{gathered}$ | $\begin{array}{\|c} \hline \text { Week } \\ 3 \end{array}$ | Week 4 | $\begin{gathered} \text { Week } \\ 5 \end{gathered}$ | $\begin{gathered} \text { Week } \\ 6 \end{gathered}$ | Week 7 | $\begin{gathered} \hline \text { Week } \\ 8 \end{gathered}$ | $\begin{gathered} \text { Week } \\ 9 \end{gathered}$ | $\begin{gathered} \text { Week } \\ 10 \end{gathered}$ | $\begin{gathered} \text { Week } \\ 11 \end{gathered}$ | $\begin{gathered} \text { Week } \\ 12 \end{gathered}$ | $\begin{gathered} \text { Week } \\ 13 \end{gathered}$ | Week 14 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| c | Getting to Know You |  |  | Just Like Me! |  |  | It's Me 12 3! |  |  | Light and Dark |  |  | Consolidation |  |
| - | Alive in 5! |  |  | Growing 6, 7, 8 |  |  | Building 9 and 10 |  |  | Consolidation |  |  |  |  |
|  | To 20 and Beyond |  |  | First Then Now |  |  | Find My Pattern |  |  | On The Move |  |  |  |  |

## Autumn

| Week 1 | Week 2 | Week 3 |  | Week <br> 4 | Week 5 | Week 6 | Week 7 | Week <br> 8 | Week 9 | Week 10 | Week 11 | Week 12 |
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| Getting to Know You |  |  | $\begin{aligned} & 0 \\ & \frac{0}{0} \\ & \frac{0}{2} \end{aligned}$ | Just Like Me! |  |  | It's Me 123 ! |  |  | Light and Dark |  |  |
|  | ortunitie in, intro eas of pr ting to $k$ children | for ducing vision ow the | $\begin{aligned} & \bar{\phi} \\ & \frac{\text { E }}{5} \\ & \frac{3}{2} \end{aligned}$ | Match and Sort Compare Amounts |  |  | Representing 1,2 \& 3 <br> Comparing $1,2 \& 3$ <br> Composition of $1,2 \& 3$ |  |  | Representing Numbers to 5. <br> One More and Less. |  |  |
| Key times of day, class routines. Exploring the continuous provision inside and out. Where do things belong? Positional language. |  |  |  | Compare Size, Mass \& Capacity Exploring Pattern |  |  | Circles and Triangles <br> Positional Language |  |  | Shapes with 4 Sides. Time |  |  |

Maths White Rose planning - 3 week plan per phase - Autumn Term
Getting to know you - Baseline

Week 1
Baseline assessment

Week 2
Baseline assessment

## Week 3

Baseline assessment

| Maths White Rose planning - 3 week plan per phase - Autumn Term |  |  |  |
| :---: | :---: | :---: | :---: |
| Phase 1 - Just Like me |  |  |  |
|  | Week 1 <br> Matching and Sorting | Week 2 <br> Comparing size, mass, amounts, capacity | Week 3 <br> Exploring patterns |
| 1 | Matching Buttons 'The Button Box' | Comparing size - little, small and big, large | Patterns - natural objects Repeating pattern $\mathrm{ab} \mathrm{a} b$ |
| 2 | Matching Socks | Comparing quantities - more, fewer, full empty | Patterns - household objects Repeating pattern a b a b |
| 3 | Matching buttons with outlines | Comparing height - taller, shorter, tallest, shortest | Patterns - Colours/shape Repeating pattern a b ab |
| 4 | Sorting Buttons | Comparing length - longer and sorter | Patterns - Fruit - errors Repeating pattern ab a b |
| 5 | Sorting Natural objects | Comparing size -all vocab | Patterns - Going on a bear hunt. consolidate |


| Phase 2 - It's me 1,2,3 |  |  |  |
| :---: | :---: | :---: | :---: |
|  | Week 1 <br> Representing 1,2,3 | Week 2 <br> Composition of 1,2,3 Comparing 1,2,3 | Week 3 <br> Circles and triangles Positional Language |
| 1 | 'Anno's counting book' Representing 1 | Sorting 1,2,3 Comparing - Who's got more? | Mr Rush - triangle, Mr Happy Circle - sorting |
| 2 | 'Anno's counting book' Representing 2 | Sorting 1,2,3 <br> Matching 1,2,3 | Kandinsky, <br> Circle and triangle pictures |
| 3 | 'Anno's counting book' Representing 3 | Subitise 1,2,3 <br> Matching 1,2,3 pic/numeral | Going on a shape hunt |
| 4 | Representing 1,2,3 Sorting 1,2,3 into groups | 5 frame - count, represent and add 1,2,3 (buckets) | Positional language Where's the monkey? |
| 5 | Representing 1,2,3 Sorting/Matching 1,2,3 | Towers - 1 more Hoop - Composition of 3 | Positional language Rosie's walk |


| Light and Dark |  |  |  |
| :---: | :---: | :---: | :---: |
|  | Week 1 <br> Representing numbers to 5 | Week 2 <br> Composition of 4,5 | Week 3 <br> Shapes with 4 sides/Time |
| 1 | (4) Pete the cat and his 4 groovy Buttons - 5 frame | Ways to make 4,5 Counters/5 frame | Subitise to 5 <br> Rectangles, Squares/sorting |
| 2 | (5) Kipper's Birthday 5 frame | Ways to make 4,5 Cube shapes | Subitise to 5 4 sided shape hunt |
| 3 | Counting to 4/5 5 frame/sorting 4,5 | 1 elephant came out to play 1 more/counting to 5 | Subitise to 5 Shape pictures |
| 4 | Representing 4 | 5 green bottles | Subitise to 5 |


|  | Composition of 4 | 1 less | Peace at last - Day/Night |
| :---: | :---: | :---: | :---: |
| 5 | Representing and composition of <br> $5-$ Frogs | 1 more $/ 1$ less <br> Hiding in a bucket | Subitise to 5 |


| $\quad$ Winter - Activity Week |  |
| :---: | :--- |
| 1 | Do you want to build a snowman? - numbers 1-5 <br> Snowmen - Where can you see 1-5? Snowmen buttons - composition of 5 |
| 2 | Snowflakes, snowflakes all around - matching 1-5 <br> Subitise snowflakes to 5 Matching pairs - 1-5 |
| 3 | Wrap up warm - sorting into categories <br> Sorting summer/winter clothes |
| 4 | Dashing through the Snow - Positional language/Time <br> Journey map of teddies walk - First, then, next, last |
| 5 | Special Delivery - Matching numeral to amounts <br> Posting letters to the correct number |



|  | Week 1 | Week $2$ | Week 3 | Week 4 | Week 5 | $\begin{gathered} \text { Week } \\ 6 \end{gathered}$ | Week 7 | $\begin{gathered} \text { Week } \\ 8 \end{gathered}$ | Week 9 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \stackrel{\otimes}{0} \\ & \frac{0}{\alpha} \end{aligned}$ | Alive in 5! |  |  | Growing 6, 7, 8 |  |  | Building 9 \& 10 |  |  |
|  | Introducing zero <br> Comparing numbers to 5 Composition of 4 \& 5 |  |  | $6,7 \& 8$ <br> Combining 2 amounts Making pairs |  |  | Counting to 9 \& 10 Comparing numbers to 10 Bonds to 10 |  |  |
|  | Compare Mass (2) <br> Compare Capacity (2) |  |  | Length \& Height Time |  |  | 3d-shapes Spatial Awareness Patterns |  |  |

Maths White Rose planning - 3 week plan per phase - Spring Term

| Phase 4-Alive in 5 |  |  |  |
| :---: | :---: | :---: | :---: |
|  | Week 1 <br> Introducing 0 <br> Comparison to 5 | Week 2 <br> Comparison to 5 <br> Composition to 5 | Week 3 <br> Comparing mass (2) <br> Compare capacity |
| 1 | Subitise/composition to 5 <br> One less - 5 Currant Buns | Subitise to 5. Composition of nos <br> to 5 (2 groups) | Odd one out. Comparing mass - <br> heavier and light than |
| 2 | Subitise/composition to 5 <br> How many? Representing 0 | Subitise to 5/composition <br> How many altogether? | Odd one out <br> Full and empty |
| 3 | Subitise/composition to 5 <br> Composition of numbers to 5 | Subitise to 5. Composition of nos <br> to 5 (3 groups) | Find the number <br> Measuring capacity |


| 4 | Subitise/composition to 5 <br> Comparing numbers to 5 | Subitise to 5/Composition <br> How many are hiding? | Find the number. Capacity - <br> How many fit inside? |
| :---: | :---: | :---: | :---: |
| 5 | Subitise/composition to 5 <br> Equal and unequal groups | Subitise/Composition <br> How many are hiding? | Find the number <br> Measuring ingredients |


| Phase 5 - Growing 6,7,8 |  |  |  |
| :---: | :---: | :---: | :---: |
|  | $\frac{\text { Week } 1}{6,7,8}$ | Week 2 <br> Making pairs Combining 2 groups | Week 3 <br> Length and Height <br> Time |
| 1 | Dice subitise. Which shows 6? Composition of 6 | 10 Frame - subitise Matching 6,7,8 | Pic Cards - same/diff Comparing Height - Taller and Shorter |
| 2 | Sorting 6,7,8 Composition of 7 | 10 frame - subitise Making Pairs | Pic cards - same/diff Comparing length - Longer and Shorter |
| 3 | Dice odd one out Composition of 8 | 10 frame subitise Combining 2 groups | Pic cards - same/diff Days of the week |
| 4 | Dominoe subitise Matching 6,7,8 | 10 frame subitise Combining 2 groups | Pic cards - same/diff Measuring Height |
| 5 | 1 More and less Kipper's Toybox | 10 frame subitise Adding more | Pic cards - same/diff Measuring Time |


|  | Phase 6 - Building 9 and 10 |  |  |
| :---: | :---: | :---: | :---: |
|  | Week 1 <br> 9 and 10 | Week 2 <br> Comparing numbers to 10 Bonds to 10 | Week 3 <br> 3D shapes Pattern |
| 1 | Show 9 and 10 on fingers Representing/sorting 9,10 | No line to 10 - spot mistake Counting back from $10-10$ in a bed | How many more to make 10 fingers <br> Building with 3D shapes |
| 2 | 10 frame subitise to 10 Representing/sorting 9,10 | No line to 10 - spot mistake Comparing numbers within 10 | 10 frame - Bonds to 10 <br> Matching 3D shapes |
| 3 | 10 frame subitise to 10 Ordering numerals to 10 | No line to 10 - spot mistake Comparing numbers within 10 | Numicon - Bonds to 10 Printing with 3D shapes |
| 4 | 10 frame subitise to 10 <br> 10 Black dots - Composition of 9 and 10 | No line to 10 - spot mistake Making 10 | 10 frame - Bonds to 10 <br> Pattern - Pattern Fish |
| 5 | 10 frame subitise to 10 Numbers to 10 Bingo | No line to 10 - spot mistake Making 10 | Numicon - Bonds to 10 <br> Pattern - Movement |


| Spring Consolidation |  |  |  |
| :---: | :---: | :---: | :---: |
|  | $\underline{\text { Week 1 }}$ | $\underline{\text { Week 2 }}$ | Week 3 |
| Composition <br> Matching |  | Subitising Comparison Counting on and Back <br> Numeral Recognition <br> Ordering |  |
| 1 | Domino odd one out. Hopscotch <br> No recognition | Combining 2 dice <br> Who has more - compare | Count on/back from diff nos <br> Trellis track game |
| 2 | Domino odd one out. <br> Snap with no and pic cards | Combining 2 groups Combining 2 <br> groups | Count on/back from diff nos <br> Composition of 10 |
| 3 | Domino odd one out. | Combining 2 groups | I count you count-1 no |


|  | 10 frame fill game | Treasure hunt to 10 | Composition of 9 |
| :---: | :---: | :---: | :---: |
| 4 | Domino odd one out. <br> Bbag throw. Composition of 6 | Combining 2 groups <br> Composition of 8 | I count you count-2 nos |
| What do you notice? |  |  |  |

## Summer

|  | Week 1 | Week 2 | Week 3 | Week <br> 4 | Week 5 | Week <br> 6 | Week 7 | $\begin{gathered} \text { Week } \\ 8 \end{gathered}$ | Week 9 | Week 10 | Week 11 | Week 12 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & 0 \\ & 0 \\ & \frac{0}{\alpha} \\ & \hline \end{aligned}$ | To 20 and Beyond |  |  | First Then Now |  |  | Find my Pattern |  |  | On the Move |  |  |
| $\begin{aligned} & \bar{\omega} \\ & \stackrel{0}{E} \\ & \frac{1}{5} \end{aligned}$ | Building Numbers Beyond 10 Counting Patterns Beyond 10 |  |  | Adding More Taking Away |  |  | Doubling Sharing \& Grouping Even \& Odd |  |  | Deepening Understanding Patterns and Relationships |  |  |
|  | Spatial Reasoning (1) Match, Rotate, Manipulate |  |  | Spatial Reasoning (2) Compose and Decompose |  |  | Spatial Reasoning (3) Visualise and Build |  |  | Spatial Reasoning (4) Mapping |  |  |

Maths White Rose planning - 3 week plan per phase - Summer Term

| Phase 7- To 20 and Beyond |  |  |  |
| :---: | :---: | :---: | :---: |
|  | Week 1 <br> Building Numbers beyond 10 | Week 2 <br> Counting patterns beyond 10 | Week 3 <br> Spacial Reasoning |
| 1 | No bonds to 5 - frogs Number Patterns to 20 | I count you count 11-20 2 nos Missing Numbers | I count you count 11-30 1 no Find my match with shapes |
| 2 | No bonds to 5 - chicks Matching picture to numeral | I count you count 11-20 2 nos Ordering numbers to 20 | I count you count 11-30 2 nos <br> Find my match with models |
| 3 | No bonds to 5 - cherries 10 Frame fill beyond 10 | 11-20 Spot the mistake <br> Race to 20 game | I count you count 11-30 3 nos Match and fill |
| 4 | $X$-ray vision no line to 10 Estimating Game | 11-20 Spot the mistake Bingo with numbers to 20 | I count you count 21-40 1 no Replicate my model |
| 5 | $X$-ray vision no line to 10 10 frame subtraction game | 11-20 Spot the mistake Which holds most? | I count you count 21-40 2 nos Tangrams |


| Phase 8 - First, Then, Now |  |  |  |
| :---: | :---: | :---: | :---: |
|  | Week 1 <br> Adding More | Week 2 <br> Taking Away | Week 3 <br> Spatial Reasoning |
| 1 | Putting 3 numbers in order Track game - Counting on | Put 3 pic cards in order Taking away with pebbles | Numbers bonds to 5 <br> Making new shapes with 2 right angle triangles |
| 2 | Putting 3 numbers in order Adding more (1) | Put 3 pic cards in order Taking Away Kipper's Toybox | Numbers bonds to 5 <br> Making new shapes with Squares |
| 3 | Putting 3 numbers in order Adding more (2) | Put 3 pic cards in order Taking Away - Green Bottles | Number Bonds to 5 Grandpa's Quilt |
| 4 | Putting 3 numbers in order Adding more - Unknown then | Put 3 pic cards in order Taking Away - Unknown then | Composition 4,6 <br> Making new shapes with <br> Tangrams |
| 5 | Putting 3 numbers in order Adding more - First Unknown | Put 3 pic cards in order Pass it on game | Match outline/shape Pattern Blocks |


| Phase 9 - Find my Pattern |  |  |  |
| :---: | :---: | :---: | :---: |
|  | Week 1 <br> Doubling | Week 2 <br> Sharing and Grouping | Week 3 <br> Even and Odd Spatial Reasoning |
| 1 | Match no to pic bingo Doubling | Dots-What can you see? Sharing | Grouping within 12 |
| 2 | Match no to added dice pic Doubling (2) | Dots-What can you see? Teddy Bear picnic | Evens and odds |
| 3 | Match no to domino pic Doubling dice game | Dots-What can you see? The Doorbell rang | Copying an arrangement of shapes - 3d |
| 4 | Spot change on 11-20 no line Doubling barrier game | Counter arrangements Grouping | Copying a pattern of 2d shapes |
| 5 | Spot change on 11-20 no line Domino game | Counter arrangements Grouping (2) | Making 3d models using blocks and counting the blocks required |


| Phase 10 - On the Move |  |  |  |
| :---: | :---: | :---: | :---: |
|  | Week 1 | Week 2 | Week 3 |
| 1 | Predict if there are more or fewer | Ordering Cuisenaire rods in <br> height order | Maps and directional instructions |
| 2 | Problem solving combinations to <br> make 6 or ten legs | Bean bag game - additions of <br> scores of one, two and three | Maps with positional and <br> directional instructions |
| 3 | How many legs? Combinations of <br> animals up to twelve | Making patterns with ABBC,ABBC <br> repeat | Making a treasure map - <br> instructions to navigate |
| 4 | How many marbles to sink a boat <br> - adding up to ten | Patterns that repeat around the <br> edge of a circle | Designing a maze using 2d shape |
| 5 | Cuisenaire rods - combinations <br> within ten | Maps and positional language | Designing a maze and using <br> directional instructions |

