Subject: Maths Theme: Overview

Oakgrove School - Curriculum Matrix

Foundation

- Children entering foundation are expected to already be aware of numbers to 5 .In this first half term, as well as the number objectives, children are introduced to a wide range of concrete and visual representations of number in order to ensure deep understanding of the number system.

Number

- Count objects, actions and sounds.
- Link the number symbol (numeral) with its cardinal number value.
- Count beyond ten.
- Explore the composition of numbers to 2

Number

- Count objects, actions and sounds.
- Link the number symbol (numeral) with its cardinal number value.
- Count beyond ten.
- Explore the composition of numbers to 4

Number

- Count objects, actions and sounds.
- Link the number symbol (numeral) with its cardinal number value.
- Count beyond ten.
- Explore the composition of numbers to 6

Number

- Count objects, actions and sounds.
- Link the number symbol (numeral) with its cardinal number value.
- Count beyond ten.
- Explore the composition of numbers to 8

Number

- Count objects, actions and sounds.
- Link the number symbol (numeral) with its cardinal number value.
- Count beyond ten.
- Explore the composition of numbers to 10.

Number

- Count objects, actions and sounds.
- Link the number symbol (numeral) with its cardinal number value.
- Count beyond ten.
- Explore the composition of numbers to 10.

Number

- Compare numbers.
  More than, less than, fewer, same as, equal to

Number

- Subitise amounts to 5
- Recognise amounts in standard and non-standard formations (dice, fingers, counters)

Number

- Understand the 'one more than/one less than' relationship between consecutive numbers.
- Relate 'more' to higher numbers and 'less' to smaller numbers
- Recognise the 'staircase' model for numbers

Shape (2 weeks)

- Continue, copy and create repeating patterns.
- Recognise patterns of colour, size, shape and movement
- AB
- ABB
- ABBC

Calculation

- Explore the composition of numbers to 10
- Make part-part-whole models of numbers to 10 and use fingers to represent this.

Measures

- Compare length
- Order length
- Measure using non-standard units (bricks / hands)
- Explore rulers and measuring tapes
  long, longest, longer, short, shorter, shortest

- Compare weight
- Order weight
- Use balance scales
- Estimate weight
  heavy, light, heaviest, heavier, lighter, lightest

- Compare capacity.
- Order capacity
- Estimate capacity using containers
- Recognise when pouring that the amount of liquid remains the same, even if the container makes it look different
  empty, full, half-full, nearly empty, nearly full

Shape

- Understand positions through words alone
  On, in, under, by, in front of, behind, between

Shape

- Continue, copy and create repeating patterns.
- Recognise patterns of colour, size, shape and movement
- AB
- ABB
- ABBC

Number

- Understand the 'one more than/one less than' relationship between consecutive numbers

Shape

- Know the names and properties of 2d shapes
  Circle, square, rectangle, triangle, star, heart, oval, rhombus
  Sides, corners, curved sides, straight sides

Shape

- Know the names and properties of 3d shapes
  sphere, cube, cuboid, cone, pyramids
  edge, face, vertices

Shape

- Compose and decompose 2d shapes so that children recognise a shape can have other shapes within it, just as numbers can.
- Select, rotate and manipulate shapes in order to develop spatial reasoning skills.

Shape

- Compose and decompose 2d shapes so that children recognise a shape can have other shapes within it, just as numbers can.
- Select, rotate and manipulate shapes in order to develop spatial reasoning skills.

Shape

- Find shapes in the environment in 2d and 3d

Number

- ELG - Have a deep understanding of number to 10, including the composition of each number;
- ELG - Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.

Number

- ELG - Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.
- Relate odd and even to patterns
- Represent using numicon that odd numbers have an odd part on them

Calculation – Addition and Subtraction

- ELG - Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.
- ELG - Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.

Calculation – Addition and Subtraction

- ELG - Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.
- ELG - Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.

Calculation – Addition and Subtraction

- ELG - Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.
- ELG - Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.

Calculation – Addition and Subtraction

- ELG - Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.
- ELG - Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.

Calculation – Multiplication and Division

- ELG - Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.
- Know up to double 5

Calculation – Multiplication and Division

- ELG - Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts
- Know half facts to half of 10.

Calculation – Addition and Subtraction

- ELG - Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts

Calculation – Addition and Subtraction

- ELG - Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts

Measures

- Make links between counting and numbers to 10 and 1p, 2p, 5p and 10p coins.

Number

- Learn to write numbers on squared paper.

STATISTICS:
Create tally charts – as part of whole class games
Read information from a simple bar chart (which has the most? How do you know it has the most?)