



Reception Curriculum Map 2018-19

We have grouped maths objectives into blocks. Each block lasts for one to three weeks. There is clear progression in each block, and from one block to another through the year.

There are opportunities for problem solving throughout each block and in other areas of learning.

Children have opportunities for independent mathematical experiences across all areas of the curriculum, indoors and outdoors.

Autumn Term	Week 1 (2 days)	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Theme	Ourselves			Food			Healthy eating		Animals			Celebrations		
Supporting Text	Starting school Owl Babies (CLPE) How do you feel Things I like Alfie's numbers (Maths books)			The very hungry caterpillar (Maths) Handa's Surprise (CLPE) Biscuit Bear (CLPE) Lima's red hot chilli My Granny went to Market (maths) Mouse shapes (Maths book)			Oliver's vegetables Oliver's milkshake Oliver's fruit salad I will never ever eat a tomato The Shopping Basket (Maths)		Elmer Dear Zoo Rumble in the jungle Animal Numbers (Maths book) Cockatoos (Maths book) One, two, three Oops (Maths) Counting crocodiles (maths)			Mr Birthday The Jolly Christmas Postman (The Jolly Postman) A Message for Santa Dear Santa Mr Wolf and the pancakes (maths) Elmer and Wilbur (Maths-pattern)		
Role Play	Home- kitchen			Market/ Shop			Café		Vet			Birthday Party / post office		
Story Talk	Little Red Hen								Ginger Bread man					
Writing Written Outcomes	Writing about themselves labelling body parts To write own name Bookmaking e.g. 'A book about me' Using writing for a purpose To develop an awareness of rhyme			Shopping lists Cooking instructions I like books Lists Days of the week Recipes			Café menus I eat books Class book how to stay healthy Instructions for washing hands Labelling fruits and vegetables		Writing letters Animal descriptions Counting book – 1 cat, 2 dogs Labelling animals Animals book a for alligator			Writing cards Birthday invitations Letters to Santa Nativity sequence events – retelling story Writing wishes Birthday cake instructions		
Maths	Baseline (Wk1,2)		Number (Wk 3,4)		Shape – 2D and 3D (Wk 5,6)		Sorting (Wk 7)	Money (Wk 8)	Number (Wk 9)	Addition and subtraction (Wk 10,11)		Measure (Wk 12)	Patterns (Wk 13,14)	
Outcomes			Numbers and numerals of personal significance. Recognising numerals to 10. 1 to 1		Shape – name and describe 2d shapes and 3d shapes with mathematical language. Compare shapes discussing		Deciding how to sort and group real life objects. Using	Explore coins and their properties. Coin recognition - up to 10p.	Counting. Counting out from a larger group. Matching numerals to quantities	Counting- how many, how many more? 1 more/ 1 less to 10/ 20. Addition and subtraction with		Measure ment through 2 or 3 items	Patterns and repeated sequences . Patterns- 2 part and 3 part. Symmetry. Generate and	

		<p>correspondence and matching numerals to quantities to 10. Matching numerals to quantities. Count objects that cannot be moved. Count irregular arrangements of objects to 10. Subitizing numbers to 5. Say one more for numbers to 5.</p>	<p>similarities and differences. Shapes that roll / shapes for building. Shadows of shapes. Building structures with 3d shapes and boxes. Moulding 3d shapes with playdough.</p>	<p>the language of comparison and similarity .</p>	<p>Counting 1p coins. Using the language of money. Role play with money.</p>	<p>Counting- abstraction principle. Understand that you can change the object but the quantity is the same.</p>	<p>practical objects/pictorial within 10. The doing and undoing of the same story. Given a total number- how to build it / how many are hidden.</p>	<p>Measurement – length beyond 20 cooking- weight – ordering capacity - ordering 2 or 3 items Balance and weighing</p>	<p>explain a pattern.</p>
<p>PSED including British values</p>	<p>Feelings and emotions (feelings book) Friendship What makes us happy All about me book – ‘I’m Special’ Rules and Behaviour- resolving conflicts Sharing and turn taking Differences and similarities Choose resources independently</p>					<p>Going to new places and doing new things People and places which are special and why Asking for help Cooperation and turn taking Differences and similarities Taking care of animals Adapt behaviour to different events, social situations and changes in routine.</p>			
<p>Understanding the World</p>	<p>Families Communities Healthy Eating Fruit and Vegetables Globes and maps Materials- Changes through cooking</p>	<p>Similarities and differences in ourselves – likes/ dislikes Similarities and differences- homes, weather and seasons, dress and food 5 senses Celebrations - birthdays</p>	<p>Family customs and traditions / Celebrations- christmas Traditional artefacts Past and present events Remembers and talks about significant events in their own experience. Recognises and describes special times or events for family or friends</p>						

			Shows care and concern for living things Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.
Expressive Arts and Design	Life drawing - self portraits Colour mixing Music making Drawing Printing	3d construction- junk modelling using simple tools/ joining materials making houses Collage fruits and vegetables	Life Drawing Printing Colour mixing 3d modelling- clay Collage Drawing- charcoal Puppets – joining materials
Music	Sounds around us, nursery rhymes		Animal sounds Christmas songs
Physical Education	Ball Skills (Focusing on following and responding to instructions, trying new movements and developing agility, balance and coordination)		Ball Skills (Focusing on following and responding to instructions, trying new movements and developing agility, balance and coordination)
Trips and Visitors	Swiss Cottage / West Hampstead Market Chef		Farm to school Post office

Spring Term	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Theme	Transport			People who help us			Superheroes		Fantasy World			
Supporting Text	Naughty Bus (CLPE) The train ride The Hundred Decker Bus (maths book) You Can't Take An Elephant On the Bus (Maths book) Don't let the pigeon drive the bus			Cops and Robbers Katie Morag delivers the mail Jack the builder (Maths)			Superworm Traction man is here Supertato How to be a Superhero Super Daisy (maths) 2 is for twins (maths) Rosie's walk (maths) A balloon for Grandad (maths)		The Gruffalo (CLPE) Bed Time for Monsters (CLPE) Bog Baby (CLPE) Previously (Maths book) Today is Monday (Maths)			
Role Play	Garage/ bus depot			Police station			Superhero den		Forest /cave			
Story Talk	3 Billy goats gruff						Three little pigs					
Writing Written Outcomes	Song writing Postcard writing Tickets, posters, and journey maps Bus shaped books Continuation of story Recount Write a description			Wanted poster Safety instructions Mashcams when I grow up I want to be Road signs Information books Recounts Occupations descriptions			Character descriptions Superhero passports Lists of special powers Label superheroes Design and name superheroes Mashcams superheroes Story writing		Character descriptions Writing own version of the Gruffalo Setting descriptions Monster description Labelling monsters Story map Retelling stories			
Maths	Number- counting and recognising = (Wk1,2)		Shape, space, measure- size, weight, capacity (Wk 3,4)		Addition and subtraction (Wk 5,6)		Doubling and halving (Wk 7)	Positional language (Week 8)	Shape, space and measure- 3d and 2d shapes (Week 9,10)		Number (Wk 11)	Shape, space and measure - Time (Wk 12)

<p>Conservation of number Stable order of number</p>	<p>Counting and recognising numerals to 10. 1:1 correspondence. Matching quantities to numerals. Ordering numbers to 20. Place value for Has. Count out objects from a larger group. Count objects which cannot be moved/irregular arrangements of objects. = as 'the same as' with practical objects. 1 more and 1 less.</p>	<p>Explore a wide range of measuring equipment and use mathematical language. Measuring – ordering 2 and then at least 3 items by height and length. Use the language of size. Explore capacity through the transferring of malleable solids and liquids between containers and developing the comparative vocabulary. Explore items of different weight and use comparative language.</p>	<p>Addition and subtraction within 10- the story of each number. More/ fewer. 1 more/ 1 less for objects to 10 or 20. Estimation up to 10. Subitizes to 10.</p>	<p>Double numbers up to 5 using practical resources. Share an even number of objects between 2- stressing fairness and use the language 'half'. Show an understanding of doubling and halving using pictorial illustrations.</p>	<p>Use the language of relative position to describe where something is located.</p>	<p>2d and 3d shape – naming and describing using mathematical language. Identify 2d shapes that are the faces of 3d shapes. Sorting & categorising.</p>	<p>Counting to 20 and beyond. Ordering numbers to 20. Recognising numerals to 20. Estimating to 20. Comparison of groups. 1 more/ 1 less = as 'the same as' with practical objects.</p>	<p>Sequencing events. Time-ordering familiar events. Understanding short periods of time (eg, jumps in 1 minute). Everyday language related to time. Exposure to clock faces.</p>
<p>PSED including British values</p>	<p>Making friends Consequences of actions/ feelings Choose own resources and describe why Describe likes and dislikes- sharing views Joining in with routines Asking for help</p>			<p>Working in a group- cooperation Being friendly Asking for help Resolving conflicts Respecting opinions</p>				
<p>Understanding the World</p>	<p>Different types of transport How and why transport is used</p>			<p>Floating and sinking Changes and properties of materials</p>				

	<p>Maps- making and reading Past and present transport Shows interest in different occupations and ways of life Road rules and safety Celebrations</p>	<p>Environment- pollution Contrasting environments- beach, pond, cliffs, rainforest, caves, Celebrations</p>	
Expressive Arts and Design	<p>Collage Printing Drawing- charcoal and pastels Painting- water colour/ natural materials Junk modelling Designing uniforms</p>	<p>3d modelling- clay/ natural materials Natural landscapes- Observational drawings Puppets- mixed materials 3d modelling- design and make own car/ bus</p>	<p>Painting- Collage – including natural materials Printing- patterns Superhero Masks Painting junk model buildings, superhero dens, vehicles and gadgets. Design superhero outfit Collect natural materials</p>
Music	<p>Soundscapes</p>		
Physical Education	<p>Dance (Focusing on following and responding to instructions, trying new movements and developing agility, balance and coordination)</p>	<p>Health & Fitness (Focusing on following and responding to instructions, trying new movements and developing agility, balance and coordination)</p>	
Trips and Visitors	<p>Car/ Bus Garage London transport museum Police visit</p>	<p>Theatre / Puppetry workshop in school Local area walk – collect materials for the forest</p>	

Summer Term	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Theme	Plants			Minibeasts				Under the sea			Pirates/ Explorers		Summer	
Supporting Text	Yucky Worms (maths) Gigantic Turnip The tiny seed (maths) Jasper's Beanstalk (maths) 10 seeds (maths)			Mad about minibeasts What the ladybird heard Aaarrggghhh Spider! Billy's Beetles (Maths) How many legs (Maths) The very hungry caterpillar (maths) The bad tempered ladybird (maths)				Surprising Shark The rainbow fish Commotion in the ocean Tiddler Sharing a shell (maths) Billy's Bucket (maths) Hooray for fish! (Maths)			Pirates Love Underpants Mrs Pirate Peg and Cat (Maths)		Rules of summer Spinderella (maths)	
Role Play	Garden Centre			Garden				Sea			Pirate Ship		Ice cream shop	
Story Talk	Enormous Turnip							How the tortoise got his shell						
Writing	Story rewrite Story map Setting descriptions Character descriptions Retelling Instructions for planting Facts Labelling Diary of seed growth Observations of the worm farm			Labelling minibeasts Minibeasts fact book Retelling and sequencing of the story Information books Setting description				Story writing- text innovation Story map Setting descriptions Character descriptions Knowledge harvest Asking questions			Descriptions Wanted posters Instructions how to be a pirate Story writing- text innovation			
Written Outcomes														
Maths	Number (Wk 1,2)			SSM 2d and 3d shape (Wk 3,4)		+ and – (Wk 5,6)		SSM Measurement (Wk 7,8)		SSM Time (Wk 9,10)		Money (Wk 11)		Applied number (Wk 12)

	<p>Counting beyond 20. Recognising numerals to 20. Ordering numbers to 20 and beyond. Estimating to 20. Comparison of groups. 1 more/ 1 less Sharing physical objects into small groups. Halving- using practical resources (develop the understanding that 1 group is shared fairly between 2). Doubling- using practical resources (develop the understanding that 1 group is repeated to make a group double the size). Invent stories that show an understanding of doubling and halving.</p>	<p>Sorting 2d and 3d shapes & categorising according to similarities and differences. Draw straight lines using a ruler. Draw 2d shapes with straight sides.</p>	<p>Addition and subtraction using practical and pictorial. Number stories = as 'is the same as'. Illustration of number stories. Cumulative addition. Cumulative reduction. Fact families. Understand in real life scenarios if there has been an increase or a decrease – illustrate this</p>	<p>Use measuring equipment including balance scales. Comparing length, height, weight, capacity. Children measure and record for a purpose. Children make decisions on how to record. Children talk about their findings using the comparative language of measures.</p>	<p>Time- ordering familiar events. Days of the week, Months of the year, Seasons. Everyday language related to time. Exposure to clock faces, sand timers, stop watches. Sequencing events. Ordinal numbers. Passage of time (in a day, a year, a lifetime).</p>	<p>Money recognition. Coin number line- ordering coins. Counting using coins. Using the language of money. Role play with money.</p>	<p>Number, addition and subtraction, doubling, sharing and halving problems involving measures, money and shape.</p>
<p>PSED including British values</p>	<p>Being kind How emotions affect us and understanding our feelings Right and wrong</p>			<p>Feelings- how actions affect others and ourselves Cooperation and turn taking Asking for help/ talking in a group Resolving conflicts Transitions Being a good friend</p>			
<p>Understanding the World</p>	<p>Celebrations Weather and seasons Maps and globes Describe and observe animals from around the world Can talk about some of the things they have observed such as plants, animals, natural and found objects. Talks about why things happen and how things work.</p>			<p>Celebrations Looks closely at similarities, differences, patterns and change at different environments Comments and asks questions about aspects of their familiar world such as the place where they live or the natural world. Can talk about some of the things they have observed such as plants, animals, natural and found objects.</p>			

	Developing an understanding of growth, decay and changes over time. Similarities and differences- Animals and their young, pets and wild animals, life cycles and habitats Shows care and concern for living things and the environment	
Expressive Arts and Design	Life Drawing Printing Colour mixing	Drawing- pastels 3d construction Natural materials
		Collage- creating textures Painting- water colour Life drawing
		3d modelling- play dough and salt dough Wax resist Puppet making – shadow puppets
Music	Rhythms and patterns	
Physical Education	Athletics (Focusing on following and responding to instructions, trying new movements and developing agility, balance and coordination)	Modified Games (adapted games using balls and equipment) (Focusing on following and responding to instructions, trying new movements and developing agility, balance and coordination)
Trips and Visitors	Park- Plant and worm hunt Camley street natural park	Café or shop visit to use real money

Choice, decisions, problem solving , discussion, explanation and talk – dialogue sits through everything