

Nursery Long Term Plan

<u>Autumn</u>	<u>Spring</u>	<u>Summer</u>
Number and pattern seeking	Number and pattern: counting and ordering to 5	Number and pattern: subitising to 5
Number and pattern sorting	Number and pattern: subitising to 3 developing speed	Number and pattern: composition of number
Numbers and counting in the environment	Space shape and measure: positional language	Number and pattern counting and ordering
Shape space and measure: comparing and ordering	Number and pattern: comparing quantities	Space shape and measure: 2D shape
Space shape and measure: comparing size	Space shape and measure: comparing lengths and capacity	Shape space and measure: 3D shape
Number and pattern: counting to 3 (cardinality)	Shape space and measure: 2D shapes	Number and pattern: exploring patterns
Subitising to 3	Number and pattern: sorting	Space shape and measure: comparing quantities and measures.
Space shape and measure – construction, awareness of space.	Space shape and measure: Language of time.	Number and pattern: saying number names and exploring cardinality to 10.

Nursery Maths Overview

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<ul style="list-style-type: none"> Counting aloud to 5. Counting/number rhymes and songs- explore simple composition; Sorting and categorising according to properties such as size, shape and colour. Numbers around the Nursery environment i.e. displays. Using numbers spontaneously in play Develop counting-like behaviour, such as making sounds, pointing or saying some numbers in sequence; Make comparisons between objects relating to size; compare sizes using gesture and language - 'bigger/little/smaller' Using construction both large and small to develop awareness of shape and space 	<ul style="list-style-type: none"> React to changes of amount in a group of up to three items; Compare amounts, saying 'lots', 'more' or 'same'; Count in everyday contexts, sometimes skipping numbers - '1-2-3-5;' Counting/finger rhymes and songs with numbers Show 'finger numbers' to three. Counting to 3 real objects using 1:1 correspondence. Link numeral and quantity to 3. Subitise small amounts up to 3 objects. Notice patterns and arrange patterns; Positional language- understanding; Use language of time, sequencing daily routine. Using construction large and small to develop awareness of shape and space 	<ul style="list-style-type: none"> Counting/finger rhymes and songs with numbers Subitising to 3 (develop fast recognition) Describe in simple terms routes and locations. Begin to Compare Quantities Sort objects by a variety of criteria Language of time: Days of the week, seasons Recognising shapes in the environment Describe objects using mathematical language such as round, pointed, large. 	<ul style="list-style-type: none"> Count reliably to 5, and beginning to count beyond 5. Say one number name for each item in order- 1, 2, 3, 4, 5. Showing amounts on fingers to 5. Comparing two small quantities "more" or fewer" Know the last number reached when counting a set of objects tells you how many there are ('cardinal principle') Talk about and explore 2d and 3d shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. Talk about and identifies the patterns around them Make comparisons between objects relating to length. 	<ul style="list-style-type: none"> Recognise numerals to 5. Match numeral and quantity up to 5. Represent numbers to 5 in different ways. Subitising to 5. Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). Show 'finger numbers' up to 5. Link numerals and amounts to 5 Talk about and explore 2d and 3d shapes (for example, circles, rectangles, triangles and cuboids) using the language of shape to describe. Understand and use positional language. Extend and create simple 'ABAB' patterns. Exploring errors in repeating patterns. . Make comparisons between objects relating to height. 	<ul style="list-style-type: none"> Can give one more/one less from a small group of objects. Solve simple real world mathematical problems up to 5. Experiments with own symbol and marks as well as numerals. . Verbally rote count to 10 and back, showing fingers with 1:1 correspondence. Compares quantities by using the terms 'more than', 'fewer than' and 'the same'. Select shapes appropriately: flat surfaces for building, a triangular prism for a roof Combine shapes to make new ones – an arch, a bigger triangle, etc. To describe a sequence of events, real or fictional, using words such as 'first', 'then...' Make comparisons between objects relating to capacity.

