

Doddinghurst Infant School

Church Lane, Doddinghurst, Brentwood, Essex, CM15 0NJ

EYFS Maths Overview

Autumn	Week 1	Week	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
 Recognise and use language relating to dates, including days of the week, weeks, months, and years Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon, and evening Count objects actions and sounds Subitise within the numbers taught. Use mathematical language in their everyday activities Sing counting songs and number rhymes and read stories that involve counting Play games which involve counting Count beyond 10 Use fingers to represent numbers 	Matchin	Matchin Compan Link the many th Countin Compan big/littl Explorin	g, compairs, com	Fison and Interest & BA Porting — Sa Porting — Sa Porti	pattern ASELINE ame, difficual, more with the dicapacite st/shorte	erent e than, fe cardinal v / – large/ st patterns		Numbe	rs 1 – 5 Introduct Compari Subitisin having to Number the same Basic 2D pentago Addition 1p, 2p ar Sequence Using inf	e numbers ng, repres g to 5 (reco count the conservate if none h	s 1 – 5 enting nur ognising h em individ ion (recog ave been a circle, tria	mbers in d ow many lually) nition tha added or t ngle, squa	ifferent wa in a group t the numb aken away re, rectang	ays without per stays

Spring	Week 1 Week 2 Week 3 Week 4 Week 5 Week 6	Week 7 Week 8 Week 9 Week 10 Week 11 Week 12							
Continuous provision	Introduce numbers 6-8, composition of numbers	Number bonds to 5, Introduce numbers 9 and 10.							
 Recognise and use language relating to dates, including days of the week, weeks, months, and years Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon, and evening Count objects actions and sounds Subitise within the numbers taught. Use mathematical language in their everyday activities Sing counting songs and number rhymes and read stories that involve counting Play games which involve counting Play games which involve counting Count beyond 10 Use fingers to represent numbers 	 Comparing numbers to 5 Composition of 4 and 5 (different ways to make the numbers) Number bonds to 5 (0+5, 1+4, 2+3, etc) Partitioning and combining up to 5 in different ways Exploring part-part-whole model Comparing mass Introduce numbers 6, 7, 8 Composition of numbers to 8 (different ways to make the numbers) Number bonds to within 6, 7 and 8 Subitising up to 8 (recognising how many in a group without having to count them individually) Length and height – comparing, measuring with non-standard units. 	 Order and sequence important times in their day Number bonds to 5 Introduce numbers 9 and 10 Comparing numbers to 10 – using mathematical language Composition of numbers up to 10 (different ways to make the numbers) Introduce 10p coin Ordering numbers to 10 Number bonds to 10 3D Shapes – cube, cuboid, sphere, cone, cylinder, pyramid Addition to 10 Subtraction. 							

Summer	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
 Continuous provision Recognise and use language relating to dates, including days of the week, weeks, months, and years Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon, and evening Count objects actions and sounds Subitise within the numbers taught. Use mathematical language in their everyday activities Sing counting songs and number rhymes and read stories that involve counting Play games which involve counting Counting forwards and backwards Count beyond 10 Use fingers to represent numbers 	Beyon Cogiv Int Or Ad Su See rea	ren number croduce number dering number ding btraction lect, rotate assoning skills mpose and o	nd 20, forw bers 11 – 2 pers to 20 and manipu decompose	late shapes t	o develop sp	atial	Dou Sha Odd Pro Inve	Imber Bonds Jubling Tring Jubling Jubl	ationships and create r			action