

Subject area	Aspect	Nursery	Reception
Number	Number and place value – counting	<ul style="list-style-type: none"> • AOL: Maths Numbers have an order they follow. Each number is one more than the previous number. Count to 5 forwards and backwards, saying one number for each item in order. covered • AOL: Maths The last number reached when counting, tells you how many there are in total. Link numerals and amounts, showing the right number of fingers or objects to match numerals up to 5. covered • AOL: Maths Recite numbers in order to 10. covered 	<ul style="list-style-type: none"> • AOL: Maths Numbers follow a sequence. Each number is one more than the previous number. The last number reached when counting tells you how many there are in total. Count objects, actions and sounds, up to 10 forwards and backwards, beginning at 0, 1 or any given number and link numerals with its cardinal number value. covered • AOL: Maths Find one more or one less than numbers to 10. covered • AOL: Maths Explore odd and even numbers to 10. covered
	Number and place value – comparing, reading and writing numbers	<ul style="list-style-type: none"> • AOL: Maths Numbers have an order they follow. Each number is one more than the previous number. Recite numbers, in order, past 5. covered 	<ul style="list-style-type: none"> • AOL: Maths Numbers have an order and a pattern that they follow. Recite numbers, in order, to 20 and beyond. covered
	Fractions – recognise, represent and name fractions	<ul style="list-style-type: none"> • AOL: Maths Sharing evenly means putting one object at a time into a group until the groups have the same amount of objects. Explore sharing resources in their play with adult support. covered 	<ul style="list-style-type: none"> • AOL: Maths Sharing something evenly means that each group has the same amount. Only even numbers can be shared equally between two sets Explore how to share amounts evenly using concrete resources. covered
	Multiplication and division – problem solving and applying	<ul style="list-style-type: none"> • AOL: Maths Sharing evenly means putting one object at a time into a group until the groups have the same amount of objects. Explore sharing resources in their play with adult support. covered 	<ul style="list-style-type: none"> • AOL: Maths Doubling is adding the same number to itself. Sharing something evenly means that each group has the same amount. Only even numbers can be shared equally between two sets. Double quantities within 10 and explore how to share amounts evenly using concrete resources. covered
	Multiplication and division – multiplying and dividing using written methods	<ul style="list-style-type: none"> • AOL: Maths Sharing evenly means putting one object at a time into a group until the groups have the same amount of objects. Explore sharing resources in their play with adult support. covered 	<ul style="list-style-type: none"> • AOL: Maths Doubling is adding the same number to itself. Sharing something evenly means that each group has the same amount. Only even numbers can be shared equally between two sets. Double quantities within 10 and explore how to share amounts evenly using concrete resources. covered
	Addition and subtraction – problem solving and applying	<ul style="list-style-type: none"> • AOL: Maths Adding objects makes the group bigger. Taking away objects makes the group smaller. Explore real-world addition and subtraction within their play, such as if they have two cars and a friend gives them one more, they will have three. covered 	<ul style="list-style-type: none"> • AOL: Maths Numbers to 10 can be made in different ways but the total is the same each time. Explore addition and subtraction with numbers to 10, using concrete objects, pictorial representations and number lines. covered
	Addition and subtraction – adding and subtracting mentally	<ul style="list-style-type: none"> • AOL: Maths A number of objects can be separated in different ways but the total is still the same. Explore the different ways that groups of three and four objects can be separated. covered • AOL: Maths Numbers to 5 can be made in different ways but the total is the same each time. Explore the composition of numbers to 5 and compare numbers. covered 	<ul style="list-style-type: none"> • AOL: Maths There are different ways of separating numbers into two groups but the total is still the same. Recall number bonds to 5 and explore the different ways that groups of 6–10 objects can be represented. Examples include, 3 and 4 together make 7, and 7 take away 4 leaves 3. covered • AOL: Maths Numbers to 10 can be made in different ways but the total is the same each time. Explore the composition of numbers to 10 and compare numbers. covered
	Addition and subtraction – adding and subtracting using written methods	<ul style="list-style-type: none"> • AOL: Maths Adding objects makes the group bigger. Taking away objects makes the group smaller. Experiment with mathematical mark making when solving real-world addition and subtraction problems. covered 	<ul style="list-style-type: none"> • AOL: Maths Adding means making a group larger and can be represented by the + symbol. Subtraction means making a group smaller and can be represented by the – symbol. Understand and use language and concepts relating to addition and subtraction. Be aware of the symbols related to addition and subtraction. covered
Geometry	Number and place value – identifying and representing numbers	<ul style="list-style-type: none"> • AOL: Maths Three objects can be moved around but the total is always three. Identify and represent up to three objects, without counting, using concrete objects and pictorial representation. covered • AOL: Maths More means there is a larger amount. A lot is a large amount of objects. Use and understand language of quantities, such as more and a lot. covered 	<ul style="list-style-type: none"> • AOL: Maths However a group of objects is displayed, the total is still the same. Identify and represent up to five objects, without counting, using concrete objects and pictorial representation. covered • AOL: Maths The same as means that both quantities match. More than is a bigger amount. Less than is a smaller amount. Use and understand language related to adding and subtracting, including more than, less than and the same as. covered
	Shapes and properties	<ul style="list-style-type: none"> • AOL: Maths Shapes have different properties. They can be straight, long, curvy or short. Shapes are all around us in the environment. Explore shapes in the environment and use informal mathematical vocabulary to talk about the shape of everyday objects, such as round and tall. covered • AOL: Maths 3-D shapes are solid shapes. They have different shaped faces. Select appropriate shapes for building and construction activities and combine shapes to make new ones. covered 	<ul style="list-style-type: none"> • AOL: Maths 2-D shapes are flat. They have a different number of sides and angles. 2-D shapes can be folded and cut into different 2-D shapes. They can also be put together to make other 2-D shapes. Use mathematical names for common 2-D shapes and explore shapes in their play. covered • AOL: Maths 3-D shapes are solid shapes. They have a different number of faces and edges. The faces are made up of different 2-D shapes. Use mathematical names for common 3-D shapes and use 3-D shapes in their play. covered

	Position and direction	<ul style="list-style-type: none"> • AOL: Maths Positional language includes in, under, inside, behind, and on top. Use and understand positional language. covered • AOL: Maths Extend and create ABAB patterns using a variety of objects and notice and correct an error in a repeating pattern. Identify patterns in the environment. covered 	<ul style="list-style-type: none"> • AOL: Maths Positional language includes under, over, next to, behind, in front, above and through. Use and understand language that describes where objects are in relation to each other. covered • AOL: Maths Continue, copy and create repeating patterns using a variety of objects. covered
Measurement	Length, height, mass, weight, capacity and volume	<ul style="list-style-type: none"> • AOL: Maths Items can have different heights, lengths and weights. Containers hold different amounts. Explore length, height, weight and capacity in their play and begin to use language associated with this with support, such as long, short, tall, heavy, light, full and empty. covered • AOL: Maths Compare the length and height of everyday objects in their play and begin to use language associated with this with support, such as long, short and tall. covered • AOL: Maths Compare the weight of everyday objects in their play and begin to use language associated with this, with support, such as heavy and light. covered • AOL: Maths Compare the capacity of everyday objects in their play and begin to use language associated with this, with support, such as full and empty. covered 	<ul style="list-style-type: none"> • AOL: Maths Items can be measured to show how long, tall or heavy they are. Use language in their play, including heavy, light, heavier, lighter, long, short, longer, shorter, tall, taller, full and empty. covered • AOL: Maths Items can be measured using non standard units to show how long or tall they are. Compare and order the length and height of two to three objects and use and understand the language tall, taller, tallest, long, longer, longest, short, shorter and shortest. covered • AOL: Maths Items can be weighed using non standard units. Weights (masses) can be compared by using balance scales. Compare and order the weight of two to three items and use and understand the language heavy, heavier, heaviest, light, lighter and lightest. covered • AOL: Maths The capacity of an object is how much it can hold. Compare and order the capacity of two to three items in sand and water play and use and understand the language full and empty. covered
	Time	<ul style="list-style-type: none"> • AOL: Maths Events happen in an order and sometimes they have to wait for things to happen. Words, including later, show they need to wait for an event to happen. Begin to describe a sequence of real or fictional events using words, such as first and then. covered • AOL: Maths There is a structure and routine to the day. Events happen in order. Be aware of when certain events take place. covered • AOL: Maths Be aware that timers and clocks are used to measure time. covered 	<ul style="list-style-type: none"> • AOL: Maths Events can be sequenced using everyday words, such as first, then, next, morning and afternoon. Order and sequence familiar events, such as everyday routines. covered • AOL: Maths There are seven days in the week. School days are Monday to Friday. Saturday and Sunday are the weekend. Know the order of the days of the week. covered • AOL: Maths Clocks tell us the time. Use simple timers to measure periods of time. covered
	Money	<ul style="list-style-type: none"> • AOL: Maths Money is used to buy objects. Explore coins and money in their play. covered 	<ul style="list-style-type: none"> • AOL: Maths There are different types of coins. Each coin is worth a different amount. Use money, including coins, in role play situations to buy items. covered
Algebra	Problem solving	<ul style="list-style-type: none"> • AOL: Maths Items can have different heights, lengths and weights. Containers hold different amounts. Explore length, height, capacity, weight, time and money in their play. covered 	<ul style="list-style-type: none"> • AOL: Maths Items can be measured to show how long, tall or heavy they are. Capacity shows how much a container holds. Compare quantities and objects to solve problems. covered
Creativity	Gather and record data		<ul style="list-style-type: none"> • AOL: Maths Data can be recorded in tables and pictograms. Record data in simple tables and pictograms. covered x 2
Nature	Food preparation and cooking		<ul style="list-style-type: none"> • AOL: Maths A recipe is set of instructions for preparing a dish and includes a list of the ingredients required. Follow instructions, including simple recipes, that include measures and ingredients. covered x 5
Place and space	Position	<ul style="list-style-type: none"> • AOL: Maths Positional language is used to describe where things are in relation to one another. Positional language includes in, on, next to, behind and in front of. Discuss routes and locations and use and understand some positional language. covered x 2 optional 	<ul style="list-style-type: none"> • AOL: Maths Positional language is used to describe where things are in relation to one another. Positional language includes in, on, next to, behind, in front of, in between, above, below and underneath. Use simple positional language to describe where things are in relation to each other and give directions. covered x 3 optional x 4