

Foundation Stage 1 and 2

Maths Long-Term Plan

2024 – 2025



FS2	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	
Autumn 1	EYFS Baseline Settling in Period		Intro to Maths routines	Comparing size, mass and capacity Exploring Pattern	Circles and Triangles Positional Language	Book 1 – Subitising 1 - 2	Book 2 – Subitising 1-3		
				Match, Sort and Compare		Talk about measures and patterns			
Autumn 2	Shapes with 4 sides and puzzles	Time	Book 3 – Subitising 1-4	Book 3 – Subitising 1- 4	Book 4 – Subitising 1-5	Book 4 – Subitising 1-5 (tens frames)	Compare Mass & Capacity	Length and Height	
	It's me 1, 2 3	Circles and Triangles	1, 2, 3, 4, 5	2, 3, 4, 5		Alive in five		Consolidate and Assess	
Spring 1	Book 5 – subitising 6-10	Book 6 – Partitioning 2	Book 7 – Partitioning 3.	Book 8 – partitioning 4	Book 9 – partitioning 5	Book 10 – Partitioning 10			
	Assessment Week	Mass and Capacity	Growing 6 7 8 9	Growing 6 7 8 9	Length, Height and Time	Length, Height and Time			
Spring 2	Book 10– Partitioning 10	Book 11 – Composition of 6-9	Book 11 – Composition of 6-9	Book 11 – Composition of 6-9	Book 11 – Composition of 6-9		-		
	Building 9 & 10		Explore 3D shapes		apes		_		
Summer 1	Book 12 – Comparing numbers to 10	Book 12 – Comparing numbers to 10	Book 12 – Comparing numbers to 10	Book 13 – Patterns in odd and even numbers	Book 13 – Patterns in doubles	Book 13 – Equal Distribution			
	To 20 and beyond		How many now?	Manipulate, compose	e, Sharing and Grouping				

Summer 2	Patterns in Patterns in Numbers Numbers		Patterns in Numbers	and decompose EYFS Profile	Non - Number			
				Assessment Week	Spatial Reasoning Visualise and Build	Spatial Mapping	Transition – Maths Routines	
	Visuaise, build and Map			Assess	Make Connections			

FS1	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Autumn 1	Settling in Period			Non – number		Reciting		
EYFS Mat				Match and Sort Match two objects that are identical (same colour, item, shape, size, orientation) Sort objects into two groups (by colour, item, shape, size)	Patterns Notice patterns and arrange things in patterns Talk about and identify the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs' etc.	Recite numbers forwards from 1-5 Know that you can start reciting numbers from numbers other than 1 Join in with number rhymes that count forwards and know that some of the words in number rhymes are numbers.	Recite numbers backwards from 5-1 Know that you can start reciting numbers backwards from numbers other than 5. Join in with number rhymes that count backwards and know that some of the words in number rhymes are numbers.	<u>)24-2025</u>
Autumn 2	Non – number		Subitisiing and o	ounting amounts			Non – number	
	Name common 2-D shapes Recognise and name a circle Select a circle from a selection of 2d shapes Recognise and name a triangle (any shape with 3 sides) Select a triangle from a selection of 2d shapes Recognise and name a square Select a square from a selection of 2d shapes	Know that shapes can appear in different ways and be different sizes Find pairs of shapes that are identical (same shape, size, orientation) Find pairs of shapes that are the same despite being different sizes Find pairs of shapes that are the same despite being in different orientations	Recognise numerals 1- 5. Begin to form numbers 1-5 in messy play, mark making.	Subitise upto 3 objects. React to changes of amount in a group of 3 items.	Develop one to one correspondence and understand cardinality (that the last number said is the number in the set. Count up to 5 objects saying one number for each object. Move objects as they are counted.	Understand that objects can be counted in any order and the amount will be the same. Count upto 5 pictures marking each one off as they are counted. Count upto 5 sounds or actions, keeping track of each as they are counted.	Weight/Mass Understand how to use balance scales Explore what happens when two objects are placed on each side of a scale. Compare the weights of two objects using language heavy and light. Recognise that the weight of an object doesn't change when the items is moved.	Capacity Use the language of full, empty and half full to describe volume. Compare two identical containers holding different amounts saying which has more/less. Order two containers by volume. Compare the capacity of two containers by counting how many cups of of liquid they hold. Order two containers by capacity based on cups they hold.
Spring 1	Comparing quant	tities			Non - Number			cups they hold.
	Understand and represent numbers using objects and pictorial representations to 5. Show finger numbers upto 5.	Compare different amounts upto 5 using the language of more more or fewer.	Compare different amou more and fewer when th sizes and take up differen space.		Pattern Continue an AB pattern Copy an AB pattern Create an AB pattern Spot and correct an error in an AB pattern			
Spring 2	More or Less					Non - Number		
	Check to see if two groups are equal and have the same amounts by matching objects on a one to one basis. Identify when two groups have equal	Using practical objects explore one more than numbers to 5.	Using practical objects explore one less than numbers to	Know that the quantity changes when something is added. Understand that add means to combine quantities.	Convert two unequal groups into equal groups by adding more or taking away.	Money Understand that we need to pay for goods. In role play, exchange goods for coins. Understand that items have different prices.		

	amounts using the language 'same'			Combine two groups and count them all together to see how many there are.		Recognise that there are different coins. Identify and count 1p coins.	
Summer 1	Non Number 3D Shape Recognise and name a sphere, a cube and a cone.	Recognise that some 3D shapes roll and some do not. Understand that some shapes such as cubes and cuboids are better for building. Talk about shapes using mathematical language – straight, curved, round, flat, solid.	Addition and Su Partition a group of 3 or 4 in different ways.	btraction to 5 Identify smaller numbers within a number (conceptual subitising)	Partition an amount up to 5 into two groups and understand that if you put two groups back together to make the same total.	Put the numerals 1 to 3 in order where all are given.	
Summer 2	Numbers to 10. Put the numerals 1-5 in order where all are given.	Recite numbers 1-10. Recite numbers from 1-10 from any number.	Recite numbers backwards from 10 - 1 Recite numbers backwards from 10 – 1 from any given number,	EYFS Assessment Week	Position Understand and use the language in, next to, on top, underneath, in front of, behind and next to.	Direction Use the directional language of up and down. Understand and use the terms first, and last to describe position in a line.	Transition – Maths Routines

FS1 Objectives taught through daily routines

Time	Progression						
Know the names of the days of the	Join in with rhymes for the days of the	Know that some of the words in the					
week	week order	days of the week rhymes are days					
Understand and use language – before,	Use the word 'before', understanding	Use the word 'after', understanding	Use the word 'today', understanding				
after, yesterday, Use the word 'after',	that it refers to preceding a particular	that it refers to following a particular	that it refers to the current day.				
understanding today, tomorrow	time or event.	time or event.					
Use the language of comparison when	Understand that we can compare time	Use the word 'longer' to compare two	Use the word 'shorter' to compare two				
talking about time, e.g. longer/shorter;	durations using words such as 'longer'	events, understanding that it refers to	events, understanding that it refers to				
faster/slower	and 'shorter'	the event which takes more time	the event which takes less time				
Begin to measure time	Count how many sleeps there are until an event such as a trip or Christmas.	Experience specific time durations (seconds) - 1 second, 10 seconds, 30					
	Understand that as the number gets	seconds					
	less, this means that the event is						
	sooner.						
Begin to tell the time	Know that a clock tells us the time						