## CTK Reception Maths Long Term Plan

(Combining Master the Curriculum and PowerMaths Units to aid transition from Nursery – Reception and Reception – Year 1)

## Autumn Term

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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
				Master th	ne Curriculur	n				PowerMaths		Master the Curriculum	
Gettin	g to know y	ou and		Patterns			Numbers	s 1,2,3, <mark>4,5</mark>		3D	2D		
	Baseline									shapes	shapes		
Castle number assessment to 25 How old are you Maths	Favourite book – focus on Goldilocks activities Colour and count the	Favourite nursery rhymes- focus on Humpty Dumpty  Positional language	Identify matching buttons Identify matching socks Describe	Match sizes  Compare – more and fewer  Compare taller and	AB Patterns with natural objects  AB Patterns with	Number 1 Number 2 Number 3 Number 1,2,3	Sorting 1,2,3 Sorting 1,2,3 - dominoes  Matching pictures to the numerals	Number 4 Number 5 Number 4 and 5 Composition of 4	Composition of 4 and 5  Cube shapes with 4 and 5  Finding 1 more to a number	Exploring properties of every day shapes.  Describing 3D shapes using their common	Exploring properties of everyday shapes Naming 2D shapes	Sorting shapes – triangles and circles Make shape pictures using	Sorting rectangles and squares  Shape hunt  Rectangles and
about me  Favourite animal and count	characters – ten frame  Colour by number	and sequence Sequencing day	size and shapes of lids Sorting buttons in	shorter  Compare longer shorter	household items AB shape patterns	Sorting objects and subitising  Number 1,2,3	1,2,3 Find 1 more and 1 less Composition	Composition of 5	Finding 1 less 1 more and 1 less	exploring, describing and comparing	2D shapes and describing similarities and differences	triangles and circles Circles and triangles	squares  Day and night Sequencing events
Colour favourite pet  Count the pets  Colour and	How many can you see? Count how many	Sequence Humpty Dumpty Favourite meals and sequencing	groups  Collecting natural material and sorting	Capacity using boxes	Spot the mistake in repeated pattern Patterns using body and	Memory game	of 3			the properties of 3D shapes  Similarities and differences	Identifying 2D shapes within 3D shapes Identifying 2D shapes	with real life objects. Positional language – where's teddy?	
count favourite fruit  Match fruits  Make a pattern with favourite colours	Colour favourite character and count Puzzle number strips Patterns	Humpty Dumpty Number game			movement					shapes  Reflecting on the properties of 3D shapes and applying sorting rules	in different contexts	Positional language – obstacle course	

						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	Week 13	Week 14
	1	l	Master the	Curriculum			•	PowerMaths					
Alive in 5		Growing			Building 9 & 10			Volume and Capacity					
One Less Zero Composition of 5 Composition of 5 Equal and unequal group	Composition of numbers  How many altogether?  Composition of numbers – 3 groups  How many are hiding? (animals)  How many are hiding	Representing 6  Making 7  Making 8  Matching 6,7,8.  One more and one less	Matching 6, 7 8  Making pairs  Combining 2 groups  Combining 2 groups  Adding more	Comparing height  Comparing length  Days of the week  Measuring height  Measuring time	Representing 9 and 10  Sorting 9 and 10 in different ways  Order numbers to 10  Composition of 9 and 10  Bingo — Numbers to 10	Counting backwards from 10  Comparing within 10  Comparing numbers within 10  Making 10  Making 10	Building 9 and 10 Matching 3D Shapes Real life objects Making 3D Prints Patterns Movement Patterns	Understanding that volume can be measured in cups  Recognising when a container is ful  Comparing volume by identifying the more and less full of two identical containers  Comparing the capacity of containers of different sizes and shapes  Using non-standard units to measure capacity					

						Summe	er 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
PowerMaths						Master t	he Curriculum						
Numbers to 20	To 20 and Beyond			First then and Now			Find my Pattern			On the Move			
Counting beyond 10  Counting to 20 using	Number Patterns Matching Pictures to	Missing Numbers Ordering Numerals	Find my match – shapes Find my	Counting On Adding More	Take Away with Pebbles Take Away	Making new shapes – Triangles Making	Doubles  Doubling  Double Dice	Sharing  Picnic –  Sharing	Even and Odd One Odd Day	Harry and his bucketful of dinosaurs – adding and subtracting	Cuisenaire Rods – Comparing lengths	Making maps Journey to school	
tens frames  One more and one less	numerals  Ten frame fill	to 20 Race to 20	match – Models Match and	Adding More	Take Away Unknown Then	new shapes - Squares Grandpa's	game Double Barrier	More people!	Even and Odd (2)	Mr Gumpy's Outing – Composition of	Cuisenaire Rods – Staircase	Obstacle course	
(being flexible with numbers 11–20)	Estimating  Ten frame subtraction	Which holds the	fill  Replicate  my shape	Adding Unknown Then	Pass it on	Quilt Tangrams Pattern	Game  Double Dominoes	(1) Grouping (2)	Match – Barrier Game	number  How many Legs? Problem solving	Bean bag game  - Composition of number and number bonds	X marks the spot Designing	
Comparing numbers to 20		most?	Tangrams	Adding Unknown First		Block			How Many Cubes	Making Boats Problem solving, how many marbles can the boat hold? Building Bridges	Patterns Patterns	mazes	
										– Which bridge is the longest?			