F1 Maths scheme of Learning- Advent 2024-2025

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Staggered intake & Settling time Settling in and exploring the classroom.	**Baseline assessments** Class routines and where things belong.	**Baseline assessments** Class routines and where things belong.	**Number:1** Can say one number for each item in order: 1,2,3,4,5 Can show 'finger numbers' up to 5 Knows that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle')	**Number: 2** Can say one number for each item in order: 1,2,3,4,5 Can show 'finger numbers' up to 5 Knows that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle')	**Number: 3** Can say one number for each item in order: 1,2,3,4,5 Can show 'finger numbers' up to 5 Knows that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle')	**Number: 4** Can say one number for each item in order: 1,2,3,4,5 Can show 'finger numbers' up to 5 Knows that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle')

Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15
Number: 5 Can say one number for each item in order: 1,2,3,4,5 Can show 'finger numbers' up to 5 Knows that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle')	**Number: Re-cap/Check** Can say one number for each item in order: 1,2,3,4,5 Can show 'finger numbers' up to 5 Knows that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle')	**Numerical Patterns: 2D Shape** Can talk about and explore 2D shapes (e.g. circles, rectangles, triangles) using informal and mathematical language; 'sides', 'corners', 'straight', 'flat', 'round' Selects shapes appropriately; flat surfaces for building, a triangular prism for a roof etc	**Numerical Patterns: 2D Shape** Can talk about and explore 2D shapes (e.g. circles, rectangles, triangles) using informal and mathematical language; 'sides', 'corners', 'straight', 'flat', 'round' Selects shapes appropriately; flat surfaces for building, a triangular prism for a roof etc	**Number: subitising & cardinal principle** Recites numbers past 5 Displays fast recognition of up to 3 objects, without having to count them individually ('subitising') Knows that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle')	**Number: subitising & cardinal principle** Recites numbers past 5 Displays fast recognition of up to 3 objects, without having to count them individually ('subitising') Knows that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle')	**Assessment Week** **Check/ recap/ pre-learn week**	**Numerical Patterns: 3D Shape** Can talk about and explore 3D shapes (e.g. cuboids) using informal and mathematical language; 'sides', 'corners', 'straight', 'flat', 'round' Can make comparisons between objects relating to size

F1 Maths scheme of Learning- Lent 2024-2025

Week 16	Week 17	Week 18	Week 19	Week 20	Week 21
Numerical Patterns: Repeating patterns Talks about and identifies the patterns around him/her, e.g. stripes on clothes, designs on rugs and wallpaper. He/She uses informal language like 'pointy', 'spotty', 'blobs' etc Is able to extend and create ABAB patterns, e.g. stick, leaf, stick, leaf	**Numerical Patterns: Repeating patterns** Talks about and identifies the patterns around him/her, e.g. stripes on clothes, designs on rugs and wallpaper. He/She uses informal language like 'pointy', 'spotty', 'blobs' etc Is able to extend and create ABAB patterns, e.g. stick, leaf, stick, leaf	**Number: cardinal principle** Can show 'finger numbers' up to 5 Knows that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle') Can link numerals and amounts: e.g. showing the right number of objects to match the numeral, up to 5	**Number: subitising & cardinal principle** Can compare quantities using language such as; 'more than', 'fewer than' Displays fast recognition of up to 3 objects, without having to count them individually ('subitising') Knows that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle')	**Numerical Patterns: Positional Language** Understands position through words alone, e.g. "The bag is under the table," - with no pointing Can describe a familiar route Is able to discuss routes and locations, using words like 'in front of' and 'behind'	**Numerical Patterns: 2D & 3D Shape** Can talk about and explore 2D and 3D shapes (e.g. circles, rectangles, triangles and cuboids) using informal and mathematical language; 'sides', 'corners', 'straight', 'flat', 'round' Selects shapes appropriately; flat surfaces for building, a triangular prism for a roof etc Combines shapes to make new ones; an arch, a bigger triangle etc **Assessment Week** **Check/ recap/ pre-learn week**

Week 22	Week 23	Week 24	Week 25	Week 26	Week 27	Week 28
Numerical Patterns: Weight Can make comparisons between objects relating to weight	**Numerical Patterns: Capacity** Can make comparisons between objects relating to capacity	**Number: symbols and marks** Can show 'finger numbers' up to 5 Can link numerals and amounts: e.g. showing the right number of objects to match the numeral, up to 5 Is experimenting with his/her own symbols and marks as well as numerals	**Number: real world problems** Can link numerals and amounts: e.g. showing the right number of objects to match the numeral, up to 5 Is experimenting with his/her own symbols and marks as well as numerals Is able to solve real world mathematical problems with numbers up to 5	**Number: comparison & real world problems** Can compare quantities using language such as; 'more than', 'fewer than' Is able to solve real world mathematical problems with numbers up to 5	**Number: real world problems** Knows that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle') Is experimenting with his/her own symbols and marks as well as numerals Is able to solve real world mathematical problems with numbers up to 5	**Number: real world problems** Knows that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle') Is experimenting with his/her own symbols and marks as well as numerals Is able to solve real world mathematical problems with numbers up to 5

F1 Maths scheme of Learning- Pentecost 2023-2024

Week 29	Week 30	Week 31	Week 32
Assessment Week **Check/ recap/ pre-learn week**	**Numerical Patterns: 2D & 3D Shape** Can talk about and explore 2D and 3D shapes (e.g. circles, rectangles, triangles and cuboids) using informal and mathematical language; 'sides', 'corners', 'straight', 'flat', 'round' Combines shapes to make new ones; an arch, a bigger triangle etc Can make comparisons between objects relating to size, length, weight and capacity	**Numerical Patterns: Repeating patterns** Is able to extend and create ABAB patterns, e.g. stick, leaf, stick, leaf Notices and corrects an error in a repeating pattern Is beginning to describe a sequence of events, real or fictional, using words such as 'first', 'then...'	**Numerical Patterns: Positional Language & routes** Understands position through words alone, e.g. "The bag is under the table," - with no pointing Can describe a familiar route Is able to discuss routes and locations, using words like 'in front of' and 'behind'

Week 33	Week 34	Week 35	Week 36	Week 37	Week 38
Numerical Patterns: Positional Language & routes Can describe a familiar route Is able to discuss routes and locations, using words like 'in front of' and 'behind' Is beginning to describe a sequence of events, real or fictional, using words such as 'first', 'then...'	**Number: subitising& cardinal principle** Displays fast recognition of up to 3 objects, without having to count them individually ('subitising') Can link numerals and amounts: e.g. showing the right number of objects to match the numeral, up to 5 Knows that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle')	**Number: symbols and marks** Can show 'finger numbers' up to 5 Can link numerals and amounts: e.g. showing the right number of objects to match the numeral, up to 5 Is experimenting with his/her own symbols and marks as well as numerals	**Assessment Week**	**Revisit identified areas**	**Revisit identified areas**