

Bridging

Autumn 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	Week 15
Number Place value		Four operations		Number Place value		Four operations		Number Place value		Four operations		Number Place value		Four operations
Measurement Time				Geometry				Measurement Time				Geometry		

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
Number Place value		Four operations		Number Place value		Four operations		Number Place value		Four operations	
Measurement Using Measures				Geometry				Measurement Using Measures			

Summer 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
Number Place value		Four operations		Number Place value		Four operations		Number Place value		Four operations	
Measurement Time				Geometry				Measurement Time			

Bridging

Number, Place Value

- count actions or objects that cannot be moved
- count an irregular arrangement of up to twenty objects
- estimate how many objects they can see and check by counting them
- use the language of more or fewer to compare sets
- count reliably with numbers from 1 to 5, 1 to 10, and then 1 to 20, place them in order and say which number is one more or less than a given

Geometry

- describe their position such as behind or next to
- use familiar objects and common shapes to create and recreate patterns and build models
- notice patterns in the environment
- make patterns using a range of media and resources
- recognise, create and describe patterns
- use mathematical names for 'solid' 3D shapes and 'flat' 2D shapes, and mathematical terms to describe shapes
- select a particular named shape
- recognise and name common shapes in the environment
- explore characteristics of everyday objects and shapes and use mathematical language to describe them

Four Operations

- find the total number of items in two groups by counting all of them
- begin to use the vocabulary involved in adding and subtracting
- record using marks that they can interpret and explain
- use quantities or objects to add and subtract 2 single digit numbers and count on or back to find the answer
- begin to identify own mathematical problems based on own interests and fascinations
- explore and solve problems in a range of practical and play contexts utilising own methods
- make two equal groups of objects and check they are equal by counting
- solve problems, including doubling, halving and sharing

Measures

- order two or three items by length or height
- order two items by weight or capacity
- order and sequences familiar events
- measure short period of time in simple ways
- use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems