

White Rose Education Maths Yearly Overview

The yearly overview provides suggested timings for each block of learning which is adapted depending on the length of terms or any progression of each unit of work which many need to be altered according to the needs of the children.

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn term	Getting to know you		Match, sort and compare		Talk about measure and patterns		It's me 1, 2, 3		Circles and triangles	1, 2, 3, 4, 5		Shapes with 4 sides
Spring term	Alive in 5		Mass and capacity	Growing 6, 7, 8		Length, height and time		Building 9 and 10		Explore 3-D shapes		
Summer term	To 20 and beyond		How many now?	Manipulate, compose and decompose		Sharing and grouping		Visualise, build and map		Make connections	Consolidation	

Spring Term Small Steps Progression

<u>Alive in 5</u> Block 1	<u>Mass and Capacity</u> Block 2	<u>Growing 6, 7 and 8</u> Block 3	<u>Length, height and Time</u> Block 4	<u>Building 9 and 10</u> Block 5	<u>Explore 3D Shapes</u> Block 6
Progression In Small Steps	Progression In Small Steps	Progression In Small Steps	Progression In Small Steps	Progression In Small Steps	Progression In Small Steps
Step 1 Introduce zero	Step 1 Compare mass	Step 1 Find 6, 7 and 8	Step 1 Explore length	Step 1 Find 9 and 10	Step 1 Recognise and name 3-D shapes
Step 2 Find 0 to 5	Step 2 Find a balance	Step 2 Represent 6, 7 and 8	Step 2 Compare length	Step 2 Compare numbers to 10	Step 2 Find 2-D shapes within 3-D shapes
Step 3 Subitise 0 to 5	Step 3 Explore capacity	Step 3 1 more	Step 3 Explore height	Step 3 Represent 9 and 10	Step 3 Use 3-D shapes for tasks
Step 4 Represent 0 to 5	Step 4 Compare capacity	Step 4 1 less	Step 4 Compare height	Step 4 Conceptual subitising to 10	Step 4 3-D shapes in the environment
Step 5 1 more		Step 5 Composition of 6, 7 and 8	Step 5 Talk about time	Step 5 1 more	Step 5 Identify more complex patterns
Step 6 1 less		Step 6 Make pairs – odd and even	Step 6 Order and sequence time	Step 6 1 less	Step 6 Copy and continue patterns
Step 7 Composition		Step 7 Double to 8 (find a double)		Step 7 Composition to 10	Step 7 Patterns in the environment
Step 8 Conceptual subitising to 5		Step 8 Double to 8 (make a double)		Step 8 Bonds to 10 (2 parts)	
		Step 9 Combine two groups		Step 9 Make arrangements of 10	
		Step 10 Conceptual subitising		Step 10 Bonds to 10 (3 parts)	
				Step 11 Doubles to 10 (find a double)	
				Step 12 Doubles to 10 (make a double)	
				Step 13 Explore even and odd	

Summer Term Small Steps Progression

<u>To 20 and Beyond</u> Block 1	<u>How Many Now?</u> Block 2	<u>Manipulate, compose and decompose</u> Block 3	<u>Sharing And Grouping</u> Block 4	<u>Visualise, build and map</u> Block 5	<u>Make Connections</u> Block 6
Progression In Small Steps	Progression In Small Steps	Progression In Small Steps	Progression In Small Steps	Progression In Small Steps	Progression In Small Steps
Step 1 Build numbers beyond 10 (10–13)	Step 1 Add more	Step 1 Select shapes for a purpose	Step 1 Explore sharing	Step 1 Identify units of repeating patterns	Step 1 Deepen understanding
Step 2 Continue patterns beyond 10 (10–13)	Step 2 How many did I add?	Step 2 Rotate shapes	Step 2 Sharing	Step 2 Create own pattern rules	Step 2 Patterns and relationships
Step 3 Build numbers beyond 10 (14–20)	Step 3 Take away	Step 3 Manipulate shapes	Step 3 Explore grouping	Step 3 Explore own pattern rules	
Step 4 Continue patterns beyond 10 (14–20)	Step 4 How many did I take away?	Step 4 Explain shape arrangements	Step 4 Grouping	Step 4 Replicate and build scenes and constructions	
Step 5 Verbal counting beyond 20		Step 5 Compose shapes	Step 5 Even and odd sharing	Step 5 Visualise from different positions	
Step 6 Verbal counting patterns		Step 6 Decompose shapes	Step 6 Play with and build doubles	Step 6 Describe positions	
		Step 7 Copy 2-D shape pictures		Step 7 Give instructions to build	
		Step 8 Find 2-D shapes within 3-D shape		Step 8 Explore mapping	
				Step 9 Represent maps with models	
				Step 10 Create own maps from familiar places	
				Step 11 Create own maps and plans from story situations	