GARGRAVE PRIMARY SCHOOL – EYFS LONG TERM PLAN



MATHS 2022-2023



In EYFS, we use the White Rose Maths planning, supplemented by other activities, including Digit Dance (Shonette Bason Wood) which is a daily movement activity relative to specific movements matching particular numerals. This focuses on counting, recognition, ordering and writing.

	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	Getting to Know You – Baselining			Just Like Me!			1, 2, 3	1, 2, 3		Light and Dark		
	The one-to-one principle			Number:			Number:		Number:			
	The stable order principle			Match and sort			Representing 1, 2, 3			Representing numbers to 5		
	The cardinal principle			Compare amounts			Comparing 1, 2, 3			One more, one less		
	The abstraction principle			Measure, Shape and Spatial			Composition of 1, 2, 3			Measure, Shape and Spatial		
	The order-irrelevance principle			thinking:			Measure, Shape and Spatial			thinking:		
				Compare size, mass, capacity			thinking:			Shapes with 4 sides		
				Exploring pattern			Circles and triangles			Time		
							Positional language					
SPRING	Alive in 5			Growing 6, 7, 8			Building 9 and 10			Consolidation		
	<u>Number</u> :			Number:			Number:					
	Introducing zero			6. 7. 8			9 & 10					
	Comparing numbers to 5			Making Pairs			Comparing numbers to 10					
	Composition of 4 and 5			Combining 2 groups			Bonds to 10					
	Measure, Shape and Spatial			Measure, Shape and Spatial			Measure, Shape and Spatial					
	thinking:			thinking:			thinking:					
	Compare mass			Length and height			3D shape					
	Compare capacity			Time			Pattern					
SUMMER	To 20 and Beyond!			First, then, now			Find my Pattern			On the Move		
	Number:			Number:			Number:			Number:		
	Building numbers beyond 10			Adding more			Doubling			Deepening understanding		
	Counting patterns beyond 10			Taking away			Sharing and grouping			Patterns and relationships		
	Measure, Shape and Spatial			Measure, Shape and Spatial			Even and odd			Measure, Shape and Spatial		
	thinking:			thinking:			Measure, Shape and Spatial			thinking:		
	Spatial reasoning (1)			Spatial reasoning (2)			thinking:			Spatial reasoning (4)		
	Match, rotate, manipulate			Compose and decompose			Spatial reasoning (3)			Mapping		
							Visualise and build					