

Year R Curriculum Overview Summer Term 1-2

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Autumn 1	Settling in and Baseline assessments			Non-number		Number: Subitising quantities to 3	
	Select shapes appropriately for building or creating pictures and models	Show finger gaps to 5 Say one number for each item	Book 1: Subitising 1 Lots of ones Link 'number name' one with the quantity	Recognise and name 2D & 3D shapes Same/different/sorting	Spatial reasoning Construction 3D shapes	Book 1: Subitising 1 - 2	Book 2: Subitising 1 - 3
	Continue spatial reasoning for rest of term through provocations in continuous provision						
Autumn 2	Non-number		Number: Subitising quantities to 5				
	Spatial reasoning 2D shapes and shape puzzles	Spatial reasoning 2D shapes and shape puzzles	Book 3: Subitising 1 - 4	Book 3: Subitising 1 - 4	Book 4: Subitising 1 - 5	Book 4: Subitising 1 - 5 (tens frames)	
	Continue spatial reasoning all term through provocations in continuous provision						
Spring 1	Non-number		Number: Enumerating between 6 and 10 items				
	Explore, continue and create patterns	Repeating patterns	Book 5: Subitising 6 - 10	Book 5: Subitising 6 - 10	Counting out up to 10 items from a collection		
Spring 2	Non-number		Partitioning 2,3,4,5 and 10 and 'number bonds' for these numbers.				
	Spatial reasoning Symmetry (incl. shape Puzzles & construction)	Books 6 & 7: Partitioning 2 and 3	Book 8: Partitioning 4	Book 9: Partitioning 5	Book 10: Partitioning 10	Book 10: Partitioning 10	
Summer 1	Non-number		Composition of 6 - 9, and comparison of numbers to 10				
	Measures Compare length, weight and capacity		Book 11: Composition of 6 - 9	Book 11: Composition of 6 - 9	Book 12: Comparing numbers to 10	Book 12: Comparing numbers to 10	
	Continue measures all term through provocations in continuous provision						
Summer 2	Patterns in numbers to 10			Non-number			
	Book 13: Patterns in odd and even numbers	Book 13: Patterns in doubles	Book 13: Equal distribution	Pattern Patterns in number	Spatial reasoning Maps and plans	Measures	

Summer Term 1

Compare two objects side-by-side
Order 3 or more items from longest to shortest
Measure items using non-standard units
Use the vocabulary of length
Compare heavier and lighter objects
Use balance scales to compare weight of objects
Use non-standard units to weigh
Compare containers to see which holds more
Use sand or water to explore capacity
Use non-standard measure to fill a container
Use the vocabulary of capacity
Understand that 6 can be split into smaller parts in many different ways
Collections of 6
Six or not? (Focus on seeing 6 as five and one or two threes)
Tell a story about 6
Understand that 7 can be split into smaller parts in many different ways
Collections of 7
Seven or not? (Focus on seeing 7 as five and two, one more than six or as four and three)
Tell a story about 7
Understand that 8 can be split into smaller parts in many different ways
Collections of 8
Eight or not? (Focus on seeing 8 as five and three or as four and four)
Tell a story about 8
Understand that 9 can be split into smaller parts in many different ways
Collections of 9
Nine or not? (Focus on seeing 9 as five and four, four and five or one more than eight)
Tell a story about 9

Summer Term 1

Use comparative language to discuss sets with different amounts of objects
Compare the number of dots in sets with different spatial layouts
Developing comparative language
Develop spatial manipulation skills by comparing block arrangements
Comparing quantities to 10
Matching pairs
Compare numerals and quantities to 10

Summer Term 2

Repeating patterns: spot the unit that is repeated in each pattern
Notice and describe how a pattern grows
Use the word double when there are two identical things or two identical sets of objects
Discuss whether a set of objects has been doubled or not
Double numbers to five
Odds or evens: decide whether sets are made up of groups of two or groups of two and one more
Odds or evens; numbers to 10
Decide whether there is the same number or amount in each of four images
Replicate and build scenes and constructions
Visualise from different positions
Describe positions
Give instructions to build
Explore mapping
Represent maps with models
Create own maps from familiar places
Create own maps and plans from story situation