WHPS Maths Curriculum 2024-25 Reception

Note: Reception overview is slightly different to the Y1-6 overviews. This overview simply shows the Mastering Number programme content that Reception use to teach all number objectives. Reception teachers will change the timings of units and lessons to suit the children's needs and developmental stages. They will also insert opportunities to teach the non-number related objectives from the Early Learning Goals.

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Autumn 1	4.9.24	9.9.24	16.9.24	23.9.24	30.9.24	7.10.24	14.10.24	21.10.24
MN	Settling in	Settling in	Subitising within 3	Focus on counting skills	Explore how all numbers are made of 1s The composition of 3 and 4	Subitise objects and sounds	Comparison of sets - 'just by looking' Use the language: more than and fewer than	Wiggle room for non-number objectives
Autumn 2	4.11.24	11.11.24	18.11.24	25.11.24	2.12.24	9.12.24	16.12.24	
MN	Counting skills Five-ness of 5 using one hand and the die pattern for 5	Comparison of sets - by matching Use the language: more than, fewer than, an equal number	Explore the concept of whole and part	Focus on the composition of 3, 4 and 5	Practise object counting skills Match numerals to quantities within 10 Verbal counting beyond 20.	Wiggle room for non-number objectives	Wiggle room - Whole school christmas maths exploration	
Spring 1	7.1.25	13.1.25	20.1.25	27.1.25	3.2.25	10.2.25		
MN	Subitise within 5 focusing on die patterns Match numerals to quantities within 5	Counting – focus on ordinality and the 'staircase' pattern See that each number is one more than the previous number	Focus on 5	Focus on 6 and 7 as '5 and a bit'	Compare sets and use language of comparison: more than, fewer than, an equal number to Make unequal sets equal	Wiggle room for non-number objectives		
Spring 2	24.2.25	3.3.25	10.3.25	17.3.25	24.3.25	31.3.25		
MN	Focus on the	Focus on ordering	Focus on 7	Doubles – explore	Sorting numbers	Wiggle room for		

	'staircase' pattern and ordering numbers	of numbers to 8 Use language of less than		how some numbers can be made with 2 equal parts	according to attributes - odd and even numbers	non-number objectives		
Summer 1	23.4.25	28.4.25	5.5.25	12.5.25	19.5.25			
MN	Counting – larger sets and things that cannot be seen	Subitising – to 6, including in structured arrangements	Composition – '5 and a bit'	Composition - of 10	Comparison – linked to ordinality Play track games			
Summer 2	3.6.25	9.6.25	16.6.25	23.6.25	30.6.25	7.7.25	14.7.25	21.7.25 (1.5day)
MN	Subitise to 5 Introduce the rekenrek	Review and Assess Automatic recall of bonds to 5	Review and Assess Composition of numbers to 10	Review and Assess Comparison	Review and Assess Number patterns	Review and Assess Counting	Wiggle room for non-number objectives	Wiggle room for non-number objectives

Year 1

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Autumn 1	4.9.24	9.9.24	16.9.24	23.9.24	30.9.24	7.10.24	14.10.24	21.10.24
	Settling in - number games based on R objectives	Place value within 10)				2D shape	3D shape
MN	Settling in	Practise subitising Recap the composition of 5	Focus on the composition of 6, 7, 8 and 9 as '5 and a bit'	Focus on the composition of 6, 7, 8 and 9 as '5 and a bit'	Compare sets of objects by matching Use the language of comparison: more than and fewer than	Recap the order of numbers to 10 using the 'staircase' pattern Identify numbers that are '1 more' or '1 less' and apply this to sets of objects	Focus on numbers that can be made with 'doubles' Recap that even numbers can be made with 2 equal parts	Wiggle room
Autumn 2	4.11.24	11.11.24	18.11.24	25.11.24	2.12.24	9.12.24	16.12.24	
	Addition and subtra	ction within 10					Wiggle room - Whole school christmas maths exploration	
MN	Focus on odd and even numbers See that even numbers can be composed of 2s, and odd numbers have 'an odd 1'	Focus on the composition of 6 Use the 2-by-3 'egg box' pattern and the rekenrek to find all the ways that 6 can be composed	Focus on the composition of 8 Use 2-by-4 grid and the rekenrek to find all the ways that 8 can be composed	Focus on the composition of 10 Use 2-by-5 grid (10-frame) and the rekenrek to find all the ways that 10 can be composed	Focus on representations of ordinality Compare number tracks and number lines	Wiggle room	Wiggle room	
Spring 1	7.1.25	13.1.25	20.1.25	27.1.25	3.2.25	10.2.25		
	Place value within 20 Addition a			Addition and subtract	tion within 20	Wiggle room		
MN	Focus on the	Focus on the	Recap odd and	Explore the	Continue to explore	Wiggle room		

	composition of 7 Use the Hungarian number pattern and the rekenrek to find all the ways that 7 can be composed	composition of 9 Focus on 3-by-3 grid and the rekenrek to find all the ways that 9 can be composed	even numbers by looking at their 'shape' Explore how odd numbers can be composed of 1 odd part and 1 even part, and even numbers can be composed of 2 odd parts or 2 even parts	concept of part-part-whole, seeing that numbers can be partitioned into parts Use the language of 'whole', 'split' and 'part' alongside the part-partwhole diagram	how numbers can be partitioned Introduce systematic approach to partitioning Represent ways to partition numbers in a 'number house'		
Spring 2	24.2.25	3.3.25	10.3.25	17.3.25	24.3.25	31.3.25	
	Addition and subtra	ction within 20	Place value within 50		Length and height		
MN	Continue to explore systematic partitioning of numbers within 10 Connect 2 equal parts to doubling and halving	Practise applying knowledge of '1 more than' and '1 less than' a number in relation to odd/ even numbers Connect this to 'first, then, now' stories	Explore the effect of adding or subtracting 2 to odd/ even numbers Apply to 'first, then, now' stories	Apply knowledge of composition of even numbers to subtract from 6, 8 and 10, for both the partitioning and reduction structures of subtraction	Apply knowledge of composition of odd numbers to subtract from 5, 7 and 9, for both the partitioning and reduction structures of subtraction	Wiggle room	
Summer 1	23.4.25	28.4.25	5.5.25	12.5.25	19.5.25		
	Mass and volume		Multiplication and div	vision	Geometry position and direction		
MN	Focus on the composition of 11 to 15 as '10 and a bit' See this represented on a rekenrek, a doubledecker bus, and in partpart-whole diagrams	Focus on the position of the numbers 11 to 15 on the number line Recap midpoint on a 0 to 10 number line and see that 10 is the midpoint on a 0 to 20 number line.	Read, write and interpret expressions and equations with the + and = symbols to represent combining two sets (the aggregation structure of addition) Practise using knowledge of composition to identify the total/	Read, write and interpret expressions and equations with the + and = symbols to represent an increase in a set (the augmentation structure of addition) Continue to use knowledge of composition to identify the total/	Practise recalling the composition of the numbers 6, 7, 8 and 9 NB This week of material offers activities to develop automaticity and could be spread out over this half-term		

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Summer 2	3.6.25	9.6.25	16.6.25	23.6.25	30.6.25	7.7.25	14.7.25	21.7.25 (1.5day)
	Place value within 1	.00			Measurement - money	Time		Wiggle room
MN	Focus on the composition of 11 to 19 as '10 and a bit Use a range of representations including the Hungarian number frame and the rekenrek	Read, write and interpret expressions and equations with the - and = symbols to represent the partitioning of a 'whole' (the partitioning structure of subtraction)	Read, write and interpret expressions and equations with the - and = symbols to represent the partitioning of a 'whole' (the reduction structure of subtraction)	Practise applying knowledge of composition when adding or subtracting Focus on the composition of 5, and 6 to 9 as '5 and a bit'	Practise applying knowledge of composition when adding or subtracting Focus on the composition of 10 and doubles within 10	Wiggle room	Wiggle room	Wiggle room

Year 2

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Autumn 1	4.9.24	9.9.24	16.9.24	23.9.24	30.9.24	7.10.24	14.10.24	21.10.24
	Settling in - number games based on Y1 objectives	Numbers within 100			Addition and subtraction of 2 d		າ of 2 digit numbers	
MN	Settling in	Focus on the composition of 6, 7, 8 and 9 as '5 and a bit	Compare numbers within 10 using language of comparison when comparing sets of objects and numbers Use the inequality and equals symbols in expressions and equations	Focus on odd/ even parts when even numbers are composed of 2 parts, including when 2 parts are equal (doubles)	Focus on the composition of 6 Identify missing addends and complete missing symbols expressions and equations using the equals or inequality symbol	Focus on the composition of 8 Use 2-by-4 grid and the rekenrek to find all the ways that 8 can be composed Apply to expressions and equations	Focus on the composition of 10 Use 2-by-5 grid (10-frame) and the rekenrek to find all the ways that 10 can be composed Apply to expressions and equations	Wiggle room
Autumn 2	4.11.24	11.11.24	18.11.24	25.11.24	2.12.24	9.12.24	16.12.24	
	Multiplication and	division: 2, 5, 10		Time		Fractions (Y1 content - see white rose/early steps in NCETM PD materials)	Wiggle room - Whole school christmas maths exploration	
MN	Focus on the composition of odd numbers including being made of 2s and 1 more, or 1 odd part and 1 even part	Focus on the composition of 7 Use the Hungarian number pattern and the rekenrek to find all the ways that 7 can be composed Apply knowledge to expressions and equations	Focus on the composition of 9 Focus on 3-by-3 grid and the rekenrek to find all the ways that 9 can be composed Apply knowledge to expressions and equations	Focus on the composition of the numbers 11 to 19 as '10 and a bit' Apply to missing addend equations	Compare numbers within 20 Use proportional reasoning to identify the position of numbers within 20 in the linear number system, using midpoints of 5, 10 and 15	Wiggle room	Wiggle room	

Spring 1	7.1.25	13.1.25	20.1.25	27.1.25	3.2.25	10.2.25
	Fractions			Addition and subtract numbers (regrouping	-	Wiggle room
MN	Focus on doubling numbers to 10, using the '5 and a bit' structure to double 6, 7, 8 and 9	Focus on the composition of 20 Use known facts within 10 to find missing parts of 20 when the known part is greater than 10	Apply knowledge of facts within 10 to addition and subtraction within 20 WITHIN the 10s boundary	Use knowledge of doubles to calculate near doubles See that near doubles are adjacent numbers See that the sum in a near double is odd	Develop understanding of near doubles Identify different strategies for near doubles, doubling the smaller addend and adding 1 or the larger addend and subtracting 1	Wiggle room
Spring 2	24.2.25	3.3.25	10.3.25	17.3.25	24.3.25	31.3.25
	Addition and subtra adjusting)	ction of 2 digit number	rs (regrouping and	Measures: Money		Numbers within 1000
MN	Add 3 numbers using known facts - identifying bonds of 10 and knowledge of the composition of 11 to 19 as '10 and a bit'	Add 2 numbers by 'bridging through 10'	Consolidate understanding of adding 2 numbers by 'bridging through 10' Solve missing addend problems	Subtract by 'bridging through 10'	Consolidate understanding of subtracting by 'bridging through 10'	Wiggle room
Summer						
1	23.4.25 Numbers within 100	28.4.25	5.5.25 Mass, Capacity and Volume	12.5.25 Fractions review	19.5.25 SATs wiggle room	
MN	Connect the order of multiples of 10 to the order of numbers within 10 Use proportional reasoning to identify the	Connect missing addend problems to subtraction problems	Subtract across the 10 boundary, by subtracting FROM 10 rather than bridging THROUGH 10	Practise subtracting within 20, selecting from a range of strategies See that all subtractions can be solved by thinking of how a number is	Focus on the composition of 20 Use known facts within 10 to find missing part of 20 when the known part is less than 10	

	position of numbers within 100 in the linear number system			composed and identifying the missing part				
Summer 2	3.6.25	9.6.25	16.6.25	23.6.25	30.6.25	7.7.25	14.7.25	21.7.25 (1.5day)
	Statistics		Position and direction		Revision wiggle room (can be used at any point in the year - based on TA)	Revision wiggle room (can be used at any point in the year - based on TA)	Wiggle room	Wiggle room
MN	Use knowledge of composition to reason about expressions and equations and use the equals and inequality symbols in expressions and equations	Consolidate doubles and near doubles Introduce strategy of adding two adjacent odd numbers or two adjacent even numbers into a double	Consolidate understanding and develop fluency in transforming addition calculations involving two adjacent odd or two adjacent even numbers into a double	Develop fluency in bonds within 10 and apply this to calculations within and across the 10-boundary using a range of optional activities	Number facts and arithmetic - a range of 6 sessions providing optional activities to provide practice and opportunities for assessment	Wiggle room	Wiggle room	Wiggle room

Year 3

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Autumn 1	4.9.24	9.9.24	16.9.24	23.9.24	30.9.24	7.10.24	14.10.24	21.10.24
	Settling in - number games based on Y2 objectives	Numbersense and Ex strategies	ploring calculating	Place value to 1000			Addition and subtrac	tion
Autumn 2	4.11.24	11.11.24	18.11.24	25.11.24	2.12.24	9.12.24	16.12.24	
	Addition and subtra	ction				Times tables revision (can be placed anywhere in the year)	Wiggle room - Whole school christmas maths exploration	
Spring 1	7.1.25	13.1.25	20.1.25	27.1.25	3.2.25	10.2.25		
	Multiplication and [Division (A)		Multiplication and Di	vision (B)	Times tables revision (can be placed anywhere in the year)		
Spring 2	24.2.25	3.3.25	10.3.25	17.3.25	24.3.25	31.3.25		
	Fractions (A)		Length and Perimeter		Mass and capacity			
Summer 1	23.4.25	28.4.25	5.5.25	12.5.25	19.5.25			
	Fractions (B)				Wiggle room			
Summer 2	3.6.25	9.6.25	16.6.25	23.6.25	30.6.25	7.7.25	14.7.25	21.7.25 (1.5day)
	Money	Time	Shape		Statistics	Wiggle room	Wiggle room	Wiggle room

Year 4

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Autumn 1	4.9.24	9.9.24	16.9.24	23.9.24	30.9.24	7.10.24	14.10.24	21.10.24
	Settling in - number games based on Y3 objectives	Place value to 10,000		Addition and subtrac	tion	3, 6, 9 x tables		Wiggle room
Autumn 2	4.11.24	11.11.24	18.11.24	25.11.24	2.12.24	9.12.24	16.12.24	
	Perimeter		Roman numerals	7, 11, 12 x tables	Understanding and m multiplicative relation		Wiggle room - Whole school christmas maths exploration	
Spring 1	7.1.25	13.1.25	20.1.25	27.1.25	3.2.25	10.2.25		
	Understanding and multiplicative relation		Introduction to short multiplication	Time	Coordinates	Wiggle room		
Spring 2	24.2.25	3.3.25	10.3.25	17.3.25	24.3.25	31.3.25		
	Review of fractions	Fractions greater tha	n 1 and equivalences		Times tables revision (can be placed anywhere in the year)	Times tables revision (can be placed anywhere in the year)		
Summer 1	23.4.25	28.4.25	5.5.25	12.5.25	19.5.25			
	Fractions and decim	nals		Division with remainders				
Summer 2	3.6.25	9.6.25	16.6.25	23.6.25	30.6.25	7.7.25	14.7.25	21.7.25 (1.5day)
	MTC Week (approx)	MTC Week (approx)	Symmetry in 2D shapes	Problem Solving		Wiggle room	Wiggle room	Wiggle room

Year 5

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Autumn 1	4.9.24	9.9.24	16.9.24	23.9.24	30.9.24	7.10.24	14.10.24	21.10.24
	Settling in - number games based on Y4 objectives	Reasoning with large	whole integers	Integer addition and s		ger addition and subtraction		Wiggle room
Autumn 2	4.11.24	11.11.24	18.11.24	25.11.24	2.12.24	9.12.24	16.12.24	
	Multiplication and c	livision	Decimal fractions			Money	Wiggle room - Whole school christmas maths exploration	
Spring 1	7.1.25	13.1.25	20.1.25	27.1.25	3.2.25	10.2.25		
	Fractions (y4 revision)	Fractions				Wiggle room		
Spring 2	24.2.25	3.3.25	10.3.25	17.3.25	24.3.25	31.3.25		
	Perimeter and Area		Angles		Times tables revision (can be placed anywhere in the year)	Times tables revision (can be placed anywhere in the year)		
Summer 1	23.4.25	28.4.25	5.5.25	12.5.25	19.5.25			
	Factors, multiples a	nd primes	Division and multiplic	ation	Converting measures			
Summer 2	3.6.25	9.6.25	16.6.25	23.6.25	30.6.25	7.7.25	14.7.25	21.7.25 (1.5day)
	2D and 3D shapes			Negative numbers (from Y5 White Rose)	Statistics (from Y5 WI	nite Rose)	Wiggle room	Wiggle room

Year 6

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Autumn 1	4.9.24	9.9.24	16.9.24	23.9.24	30.9.24	7.10.24	14.10.24	21.10.24
	Settling in - number games based on Y5 objectives	Reviewing place valusubtraction strategies		Multiplication and div	vision	ision		
Autumn 2	4.11.24	11.11.24	18.11.24	25.11.24	2.12.24	9.12.24	16.12.24	
	Fractions			Percentages and stati	stics		Wiggle room - Whole school christmas maths exploration	
Spring 1	7.1.25	13.1.25	20.1.25	27.1.25	3.2.25	10.2.25		
	Angles	Decimals and measu	res		Coordinates and shape			
Spring 2	24.2.25	3.3.25	10.3.25	17.3.25	24.3.25	31.3.25		
	Coordinates and shape	Ratio and proportion			Times tables revision (can be placed anywhere in the year)	Times tables revision (can be placed anywhere in the year)		
Summer 1	23.4.25	28.4.25	5.5.25	12.5.25	19.5.25			
	Wiggle room - SATs revision and preparation	Wiggle room - SATs revision and preparation	Wiggle room - SATs revision and preparation	Wiggle room - SATs revision and preparation	SATS week			
Summer 2	3.6.25	9.6.25	16.6.25	23.6.25	30.6.25	7.7.25	14.7.25	21.7.25 (1.5day)
	Scaling, congruence and possibilities	Compensation to calculate	Distributive law	Systematic method	Algebra	Area of triangles and parallelograms	Wiggle room	Wiggle room