



Mathematics at Bridgewater: Nursery's Long Term Map

Nursery

	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	<p>Number:</p> <ul style="list-style-type: none"> Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Recite numbers past 5. <p>Shape / Measure / Position:</p> <ul style="list-style-type: none"> Understand position through words alone – for example "The bag is under the table," (with no pointing). 				<p>Number:</p> <ul style="list-style-type: none"> Say one number for each item in order: 1,2,3,4,5. Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). <p>Shape / Measure / Position:</p> <ul style="list-style-type: none"> Describe a familiar route. Discuss routes and locations, using words like 'in front of' and 'behind'. 				<p>Number:</p> <ul style="list-style-type: none"> Show 'finger numbers' up to 5. Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. <p>Whilst we are teaching the above, we will make sure to be continually recapping:</p> <ul style="list-style-type: none"> Saying one number for each item in order: 1,2,3,4,5; Knowing that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). <p>Shape / Measure / Position:</p> <ul style="list-style-type: none"> Talk about, and explore, 2D and 3D shapes (e.g. circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc. Combine shapes to make new ones - an arch, a bigger triangle etc. 			



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Spring	<p>Number:</p> <ul style="list-style-type: none"> Solve real world mathematical problems with numbers up to 5. <p>Shape / Measure / Position:</p> <ul style="list-style-type: none"> Make comparisons between objects relating to size, length, weight and capacity. 				<p>Number:</p> <ul style="list-style-type: none"> Children experiment with their own symbols and marks as well as numerals. Solve real world mathematical problems with numbers up to 5. <p>Shape / Measure / Position:</p> <ul style="list-style-type: none"> Talk about and identify the patterns in our environment, such as: stripes on clothes, designs on rugs and wallpaper. Encourage informal language like 'pointy', 'spotty', 'blobs'. 				<p>Number:</p> <ul style="list-style-type: none"> Compare quantities using language: 'more than', 'fewer than'. <p>Shape / Measure / Position:</p> <ul style="list-style-type: none"> Extend and create ABAB patterns – stick, leaf, stick, leaf. Notice and correct an error in a repeating pattern. 			
	<p>Numicon Firm Foundations links: Small world, construction, sand, water and messy play.</p> <p>Book examples: Postman Bear (maths problems) Guess how much I love you (comparing size) Dear Zoo (size)</p>				<p>Numicon Firm Foundations links: Small world, construction, sand, water and messy play.</p> <p>Book examples: The enormous turnip (maths problems) Aliens love underpants (pattern)</p>				<p>Numicon Firm Foundations links: Using numicon shapes, pegs and rods to compare more / fewer.</p> <p>Book examples: Crash! Boom! (more than/ fewer) Elmer (patterns)</p>			



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Summer	<p>Number:</p> <ul style="list-style-type: none"> Solve real world mathematical problems with numbers up to 5. <p>Shape / Measure / Position:</p> <ul style="list-style-type: none"> Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...' 				<p>Number:</p> <ul style="list-style-type: none"> Compare quantities using language: 'more than', 'fewer than'. <p>Shape / Measure / Position:</p> <ul style="list-style-type: none"> Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc. Combine shapes to make new ones - an arch, a bigger triangle etc. 				Consolidation – dependent on gaps across the nursery.			
	<p>Numicon Firm Foundations links: Using numicon shapes, pegs and rods to compare more / fewer.</p> <p>Book examples: How many legs (maths problems) Any stories with clear plot, e.g. goldilocks – sequence events in story.</p>				<p>Numicon Firm Foundations links: Using numicon shapes, pegs and rods to compare more / fewer.</p> <p>Book examples: One duck stuck (more than / fewer) Shape Zoo (shape)</p>							