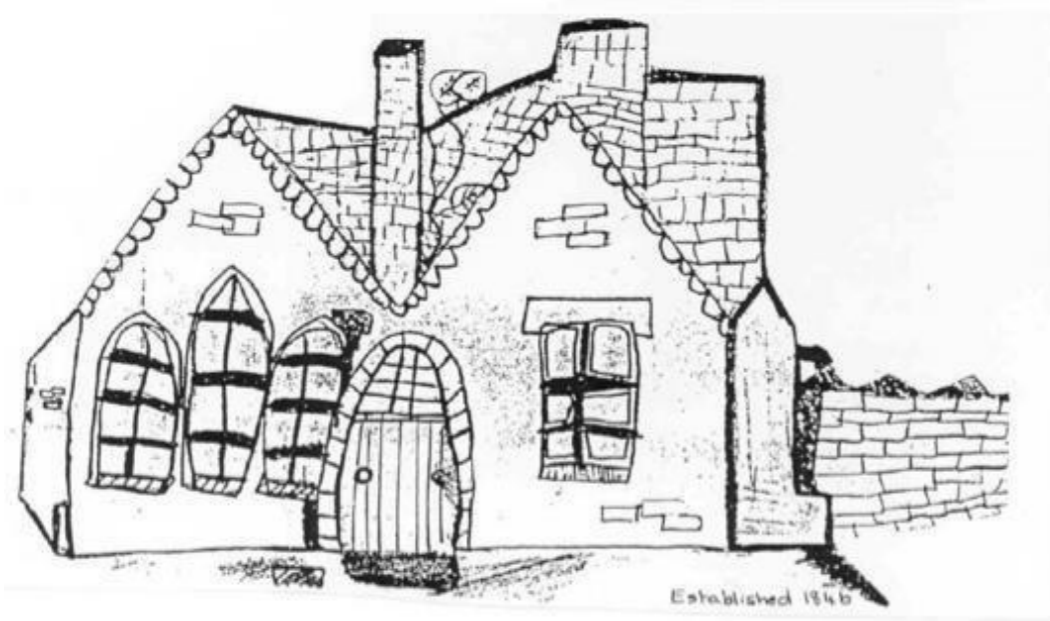


Mathematics

Whole School Overview

Flourishing Together



At Quinton Church Primary School, we believe that to **Flourish** is to become the best version of ourselves in body, mind and spirit (John 10:10). It means being loved and recognised for who we are, uniquely made in the image of God (Psalm 139:13-14).

Together emphasises the strength, possibilities and encouragement that can be found in community, teamwork and family (Psalm 133:1). It highlights how everyone has a part to play and brings value and worth to our collective endeavours. Togetherness shines a light on our desire to be a community that is inclusive of everyone, whatever the challenges, so that all can flourish (1 John 4:19).

At Quinton, our culture is to: **Be kind, be fair and be thankful** (Micah 6:8). This overarching culture of kindness, fairness and thankfulness are further explored through our six values of **Belonging, Love, Justice, Forgiveness, Peace and Hope**.

Our curriculum is driven by our Christian Vision, Culture and values, and the diversity of our local, national and global community.

Subject Overview – MATHS

For further details on each topic for EYFS, click [here](#)

For further details on each topic for KS1 and KS2, click [here](#),

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	<ul style="list-style-type: none"> • Identify when a set can be subitised and when counting is needed • Subitise different arrangements, both unstructured and structured, including using the Hungarian number frame • Make different arrangements of numbers within 5 and talk about what they can see, to develop their conceptual subitising skills • Spot smaller numbers 'hiding' inside larger numbers <p>WR</p> <ul style="list-style-type: none"> - Comparing size - Comparing mass - Comparing capacity - Explore simple patterns - Copy and continue simple patterns - Create simple patterns 	<ul style="list-style-type: none"> • Connect quantities and numbers to finger patterns and explore different ways of representing numbers on their fingers • Hear and join in with the counting sequence, and connect this to the 'staircase' pattern of the counting numbers, seeing that each number is made of one more than the previous number • Develop counting skills and knowledge, including: that the last number in the count tells us 'how many' (cardinality); to be accurate in counting, each thing must be counted once and once only and in any order; the need for 1:1 correspondence; understanding that anything can be counted, including actions and sounds • Compare sets of objects by matching • Begin to develop the language of 'whole' when talking about objects which have parts <p>WR</p> <ul style="list-style-type: none"> - Identify circles and triangles - Compare circles and triangles - Shapes in the environment - Describe position - Identify shapes with 4 sides - Combine shapes with 4 sides - Shapes in the environment - My day and night 	<ul style="list-style-type: none"> • Continue to develop their subitising skills for numbers within and beyond 5, and increasingly connect quantities to numerals • Begin to identify missing parts for numbers within 5 • Explore the structure of the numbers 6 and 7 as '5 and a bit' and connect this to finger patterns and the Hungarian number frame • Focus on equal and unequal groups when comparing numbers <p>WR</p> <ul style="list-style-type: none"> - compare mass - find balance - Explore capacity - Compare capacity - Explore length - Compare length - Explore height - Compare height - Talk about time - Order and sequence time 	<ul style="list-style-type: none"> • Understand that two equal groups can be called a 'double' and connect this to finger patterns • Sort odd and even numbers according to their 'shape' • Continue to develop their understanding of the counting sequence and link cardinality and ordinality through the 'staircase' pattern • Order numbers and play track games • Join in with verbal counts beyond 20, hearing the repeated pattern within the counting numbers <p>WR</p> <ul style="list-style-type: none"> - Recognise and name 3-D shapes - Find 2-D shapes within 3-D shapes - Use 3-D shapes for tasks - Identify 3-D shapes in the environment - Identify more complex patterns - Copy and continue patterns - Patterns in the environment 	<ul style="list-style-type: none"> • Continue to develop their counting skills, counting larger sets as well as counting actions and sounds • Explore a range of representations of numbers, including the 10-frame, and see how doubles can be arranged in a 10-frame • Compare quantities and numbers, including sets of objects which have different attributes • Continue to develop a sense of magnitude, e.g. knowing that 8 is quite a lot more than 2, but 4 is only a little bit more than 2 <p>WR</p> <ul style="list-style-type: none"> - Explore and create pattern rules - Describe positions - Explore mapping - Represent maps with models - Create own maps from familiar places. 	<ul style="list-style-type: none"> • Begin to generalise about 'one more than' and 'one less than' numbers within 10 • Continue to identify when sets can be subitised and when counting is necessary • Develop conceptual subitising skills including when using a rekenrek

Year 1	- Number: Place Value (within 10) - Number: Addition and Subtraction (within 10)	- Number: Addition and Subtraction (within 10) (continued) - Geometry: Shape	- Number: Place Value (within 20) - Number: Addition and Subtraction (within 20) - Number: Place Value (within 50)	- Number: Place Value (within 50) (continued) - Measurement: Length and Height - Measurement: Weight and Volume	- Number: Multiplication and Division - Number: Fractions	- Geometry: Position and Direction - Number: Place Value (within 100) - Measurement: Money - Measurement: Time
Year 2	- Number: Place Value - Number: Addition and Subtraction	- Number: Addition and Subtraction (continued) - Geometry: Properties of Shape	- Measurement: Money - Number: Multiplication and Division	- Measurement: Length and Height - Measurement: Mass, Capacity and Temperature	- Number: Fractions - Measurement: Time	- Statistics - Geometry: Position and Direction - Consolidation and Problem-solving
Year 3	- Number: Place Value - Number: Addition and Subtraction	- Number: Addition and Subtraction (continued) - Number: Multiplication and Division	- Number: Multiplication and Division (continued) - Measurement: Length and Perimeter	- Number: Fractions - Measurement: Mass and capacity	- Number: Fractions (continued) - Measurement: Money - Measurement: Time	- Geometry: Properties of Shape - Statistics
Year 4	- Number: Place Value - Number: Addition and Subtraction	- Number: Addition and Subtraction (continued) - Measurement: Area - Number: Multiplication and Division	- Number: Multiplication and Division (continued) - Measurement: Length and perimeter	- Number: Fractions - Number: Decimals	- Number: Decimals (continued) - Measurement: Money - Measurement: Time	- Geometry: Properties of Shape - Statistics - Geometry: Position and Direction
Year 5	- Number: Place Value - Number: Addition and Subtraction	- Number: Multiplication and Division - Number: Fractions	- Number: Multiplication and Division (continued) - Number: Fractions (continued)	- Number: Decimals and Percentages - Measurement: Perimeter and Area - Statistics	- Geometry: Properties of Shape - Geometry: Position and Direction - Number: Decimals	- Number: Negative numbers - Measurement: Converting Units - Measurement: Volume
Year 6	- Number: Place Value - Number: Addition, Subtraction, Multiplication and Division	- Number: Addition, Subtraction, Multiplication and Division (continued) - Number: Fractions - Measurement: Converting Units	- Number: Ratio - Number: Algebra - Number: Decimals	- Number: FDP - Measurement: Perimeter, Area and Volume	- Geometry: Properties of Shape - Statistics - Geometry: Position and Direction - Consolidation and themed projects	- Consolidation and themed projects (continued)