

# Reception – Small steps

## Autumn Term

### Match, sort & compare

- Step 1 - Match objects
- Step 2 - Match pictures and objects
- Step 3 - Identify a set
- Step 4 - Sort objects to a type
- Step 5 - Explore sorting techniques
- Step 6 - Create sorting rules
- Step 7 - Compare amounts

### Talk about measure & pattern

- Step 1 - Compare size
- Step 2 - Compare mass
- Step 3 - Compare capacity
- Step 4 - Explore simple patterns
- Step 5 - Copy and continue simple patterns
- Step 6 - Create simple patterns

### It's me 1, 2, 3

- Step 1 - Find 1, 2 and 3
- Step 2 - Subitise 1, 2 and 3
- Step 3 - Represent 1, 2 and 3
- Step 4 - 1 more
- Step 5 - 1 less
- Step 6 - Composition of 1, 2 and 3

### Circles & triangles

- Step 1 - Identify and name circles and triangles
- Step 2 - Compare circles and triangles
- Step 3 - Shapes in the environment
- Step 4 - Describe position

### 1, 2, 3, 4, 5

- Step 1 - Find 4 and 5
- Step 2 - Subitise 4 and 5
- Step 3 - Represent 4 and 5
- Step 4 - 1 more
- Step 5 - 1 less
- Step 6 - Composition of 4 and 5
- Step 7 - Composition of 1–5

### Shapes with 4 sides

- Step 1 - Identify and name shapes with 4 sides
- Step 2 - Combine shapes with 4 sides
- Step 3 - Shapes in the environment
- Step 4 - My day and night

# Reception – Small steps

## Spring Term

### Alive in 5

- Step 1 - Introduce zero
- Step 2 - Find 0 to 5
- Step 3 - Subitise 0 to 5
- Step 4 - Represent 0 to 5
- Step 5 - 1 more
- Step 6 - 1 less
- Step 7 - Composition
- Step 8 - Conceptual subitising to 5

### Mass & capacity

- Step 1 - Compare mass
- Step 2 - Find a balance
- Step 3 - Explore capacity
- Step 4 - Compare capacity

### Growing 6, 7, 8

- Step 1 - Find 6, 7 and 8
- Step 2 - Represent 6, 7 and 8
- Step 3 - 1 more
- Step 4 - 1 less
- Step 5 - Composition of 6, 7 and 8
- Step 6 - Make pairs – odd and even
- Step 7 - Double to 8 (find a double)
- Step 8 - Double to 8 (make a double)
- Step 9 - Combine two groups
- Step 10 - Conceptual subitising

### Length, height & time

- Step 1 - Explore length
- Step 2 - Compare length
- Step 3 - Explore height
- Step 4 - Compare height
- Step 5 - Talk about time
- Step 6 - Order and sequence time

### Building 9 & 10

- Step 1 - Find 9 and 10
- Step 2 - Compare numbers to 10
- Step 3 - Represent 9 and 10
- Step 4 - Conceptual subitising to 10
- Step 5 - 1 more
- Step 6 - 1 less
- Step 7 - Composition to 10
- Step 8 - Bonds to 10 (2 parts)
- Step 9 - Make arrangements of 10
- Step 10 - Bonds to 10 (3 parts)
- Step 11 - Doubles to 10 (find a double)
- Step 12 - Doubles to 10 (make a double)
- Step 13 - Explore even and odd

## Reception – Small steps

### Explore 3-D shapes

- Step 1 - Recognise and name 3-D shapes
- Step 2 - Find 2-D shapes within 3-D shapes
- Step 3 - Use 3-D shapes for tasks
- Step 4 - 3-D shapes in the environment
- Step 5 - Identify more complex patterns
- Step 6 - Copy and continue patterns
- Step 7 - Patterns in the environment

# Reception – Small steps

## Summer Term

### To 20 & beyond

- Step 1 - Build numbers beyond 10 (10–13)
- Step 2 - Continue patterns beyond 10 (10–13)
- Step 3 - Build numbers beyond 10 (14–20)
- Step 4 - Continue patterns beyond 10 (14–20)
- Step 5 - Verbal counting beyond 20
- Step 6 - Verbal counting patterns

### How many now?

- Step 1 - Add more
- Step 2 - How many did I add?
- Step 3 - Take away
- Step 4 - How many did I take away?

### Manipulate, compose and decompose

- Step 1 - Select shapes for a purpose
- Step 2 - Rotate shapes
- Step 3 - Manipulate shapes
- Step 4 - Explain shape arrangements
- Step 5 - Compose shapes
- Step 6 - Decompose shapes
- Step 7 - Copy 2-D shape pictures
- Step 8 - Find 2-D shapes within 3-D shapes

### Sharing & grouping

- Step 1 - Explore sharing
- Step 2 - Sharing
- Step 3 - Explore grouping
- Step 4 - Grouping
- Step 5 - Even and odd sharing
- Step 6 - Play with and build doubles

### Visualise, build & map

- Step 1 - Identify units of repeating patterns
- Step 2 - Create own pattern rules
- Step 3 - Explore own pattern rules
- Step 4 - Replicate and build scenes and constructions
- Step 5 - Visualise from different positions
- Step 6 - Describe positions
- Step 7 - Give instructions to build
- Step 8 - Explore mapping
- Step 9 - Represent maps with models
- Step 10 - Create own maps from familiar places
- Step 11 - Create own maps and plans from story situations

### Make connections

- Step 1 - Deepen understanding
- Step 2 - Patterns and relationships