F2 Maths Pace and Progression		
Autumn 1	**Autumn 2**	**Spring 1**
Teach	**Teach**	**Teach**
Numbers 1 – 3 (Recognising and representing) Patterns Sorting 5 frames Subitisation Conceptual subitisation Cardinal principle One to One Principle	Numbers 4 – 5 (Recognising and representing) 5 frames Subitisation Conceptual subitisation Cardinal principle One to One Principle More and Less Odd and Even	Numbers 6 – 8 (Recognising and representing) 10 frames Subitisation Conceptual subitisation Odd and Even One More One Less Addition
Focus	**Focus**	**Focus**
Patterns Representing a number using objects – to numeral Counting out a set amount Shape idfentification and language - Shape hunt	121 principle – Track games Subitisation - Dice/Track Games More and Less than Identifying/Ordering - Tallest Shortest and Heaviest/Lightest (Baking)	One More One Less Addition (conceptual subitisation) Baking - Identifying/Ordering Capacity - Full/Empty Length - Long/short
SSM	**SSM**	**SSM**
Circle Triangle Square Mass - Heavy/Light Height - Tall/short	Rectangle Sphere Cube Cylinder Capacity - Full/Empty Length - Long/short	Pyramid Cuboid Sorting 2d/3d shapes
Revisit Review	**Revisit Review**	**Revisit Review**

Pattern Subitising 1 – 5 Number rhymes Reciting numbers to 10 Shape recognition/vocab	Pattern Subitising 1 – 5 More or less Reciting numbers to 10 Reciting back from 5 Shape recognition/vocab Tallest/shortest Heaviest Lightest	Subitising 1 – 10 More or less Reciting numbers to 10 Reciting back from 10 Shape recognition/vocab One More One Less Odd or even?
Spring 2	**Summer 1**	**Summer 2**
Numbers 9 – 10 (Recognising and representing) 10 frames Conceptual subitisation Odd and Even Addition Subtraction Double Part Whole Models	Numbers 11 - 16 (Recognising and representing) Conceptual subitisation Odd and Even Subtraction Double Halving Part Whole Models Number Sentences	Numbers 17 – 20 (Recognising and representing) Conceptual subitisation Addition Subtraction Part Whole Models Number Sentences
Focus	**Focus**	**Focus**
Addition (conceptual subitisation) Up to 5 Subtraction (conceptual subitisation) Up to 5 Doubling Composition of 10 - Bean bags	Finding half Odd or Even Part Whole Models - objects Addition Track Games (Track or Bean Bags) Subtraction Games Recording using objects Number sentences	Skittles – Addition games Recording - using Number Sentences/ numerals Part Whole Models - objects/numerals What are the parts? What is the whole?

Revisit Review	Revisit Review	Revisit Review
Subitising 1 – 10 Representing 1 – 10 on fingers More or less Reciting numbers to 20 Reciting back from 10 Shape recognition/vocab One More One Less Odd or even	Subitising 1 – 10 Representing 1 – 10 on fingers How many altogether How many left? What's the double? What is half Reciting numbers to 20 Reciting back from 10 Odd or even	How many altogether How many left? What's the double? What is half Reciting numbers to 20 Reciting back from 10 Odd or even Recording Number (numerals/dots/tally) What is the whole? Whole part Model