

## Reception Medium Term Plan - Autumn

Week	Topic	Objectives
1	Counting Starters - count to 20, later in week from 10 to 0	Recite numbers to 10, then 20. Say and use number in songs, rhymes and stories. Count up to objects to 10 in a line, or by moving them. Count out up to 10 objects from a larger set (know when to stop!).
2	Counting Starters - counting	Begin to match numerals to the number in a set. Order numerals to 10.
3	Shape and space Starters - count to 50, also count back from 10 to 0	Describe the shape and size of shapes. Name circles, squares and triangles. Describe position.
4	Pattern Starters - count to 100	Continue a repeating pattern with two colours/shapes/objects. Rehearse counting to 20 as you do patterns.
5	Counting Adding (one more) Starters - counting.	Count on from any number to 10. Say the next number (i.e. say the number after a given number up to 10 without counting from 1). Read the corresponding addition.
6	Addition (story of five) Starters - keep rehearsing counting to 100/counting back	Find different ways to partition sets of five objects. Read the corresponding addition. Early subtraction - Guess how many are hiding.
7	Counting Starters - keep rehearsing counting to 100/counting back	Count up to 10 objects which can't be moved. Match numerals to the number in a set. Understand zero to describe an empty set. Rehearse counting back from 10 to 0, including in songs, stories and rhyme
8	Measures (length)	Compare two lengths using direct comparison; use language of longer and shorter. Use uniform non-standard units to measure items up to 10 units long. Put three lengths in order.
9	Measures (height)  Counting and comparing numbers	Compare two heights using direct comparison; use language of taller and shorter. Use uniform non-standard units to measure items up to 10 units high. Put three heights in order. Compare two numbers/quantities, use the language of 'more' and 'less'.
10	Shape	Begin to describe 3D shapes. Use 3D shapes to print and make models.
11	Money  'Real life' problems	Recognise £1 and £2 coins. Compare prices in pounds up to £10 (by making lines of pound coins). Use money in role play (e.g. pound shop). Solve practical problems involving counting or role play.
12	Time	Use days of the week in context, e.g. story. Recognise a minute as unit of time. Count actions carried out in a minute (less than 20).