## FS2 Long Term Plan

|  | Week Week <br> 1 2 | Week 3 | Week 4 | Week <br> 5 | Week <br> 6 | Week <br> 7 | Week <br> 8 | Week 9 | Week <br> 10 | Week 11 | Week 12 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Autumn | Getting to know you | Match, sort and compare <br> - Match objects <br> - Match pictures and objects <br> - Identify a set <br> - Sort objects to a type <br> - Explore sorting techniques <br> - Create sorting rules <br> - Compare amounts |  | Talk about measure and patterns <br> - Compare size <br> - Compare mass <br> - Compare capacity <br> - Explore simple patterns <br> - Copy and continue simple patterns <br> - Create simple patterns |  | It's me <br> - Find 1 <br> - Subiti <br> - Repre and 3 <br> - 1 mor <br> - 1 less <br> - Comp of 1,2 | 2,3 <br> 2, 3 <br> $1,2,3$ <br> ent 1,2 <br> sition <br> and 3 | Circles and triangles <br> - Identify and name circles and triangles <br> - Compare circles and triangles <br> - Shapes in the environment <br> - Describe position | 1,2,3, <br> - Find <br> - Sub <br> - Rep <br> - 1 m <br> - 1 le <br> - Comp <br> - Comp | and 5 <br> 4 and 5 <br> ent 4 and 5 <br> sition of 4 and 5 sition of 1 - 5 | Shapes with 4 sides <br> - Identify and name shapes with 4 sides <br> - Combine shapes with 4 sides <br> - Shapes in the environment <br> - My day and night |
| Spring | Alive in 5 <br> - Introduce zero <br> - Find 0 to 5 <br> - Subitise 0 to 5 <br> - Represent 0 to 5 <br> - 1 more <br> - 1 less | Mass and capacity <br> - Compare mass <br> - Find a balance <br> - Explore capacity | Growing <br> - Find 6, <br> - Repres and 8 <br> - 1 more <br> - 1 less <br> - Compo <br> 6, 7 and | 6,7,8 <br> 7 and 8 ent 6, 7 <br> sition of 8 | Length and ti <br> - Expl <br> - Com leng <br> - Expl <br> - Com heig | height <br> length re <br> height re | Buildin <br> - Find 9 <br> - Comp <br> - Repre <br> - Conce <br> - 1 mor <br> - 1 less <br> - Comp | 9 and 10 <br> and 10 <br> re numbers to 1 ent 9 and 10 tual subitising to |  | Exploring 3-D s <br> - Recognise and shapes <br> - Find 2-D shap shapes <br> - Use 3-D shap <br> - 3-D shapes in <br> - Identify more | pes <br> name 3-D <br> within 3-D <br> for tasks e environment mplex patterns |


|  | - Composition <br> - Conceptual subitising to 5 | - Compare capacity | - Make pairs odd and even <br> - Double to 8 (find a double) <br> - Double to 8 (make a double) <br> - Combine 2 groups <br> - Conceptual subitising | - Talk about time <br> - Order and sequence time | - Bonds to 10 (2 parts) <br> - Make arrangements of 10 <br> - Bonds to 10 (3 parts) <br> - Doubles to 10 (find a double) <br> - Doubles to 10 (make a double) <br> - Explore even and odd | - Copy and conti <br> - Patterns in the | e patterns <br> vironment |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Summer | To 20 and beyond <br> - Build numbers beyond 10 (10-13) <br> - Continue patterns beyond 10 (10-13) <br> - Build numbers beyond 10 (14-20) <br> - Continue patterns beyond 10 (14-20) | How many now? <br> - Add more <br> - How many <br> did I add? <br> - Take away <br> - How many did I take away? | Manipulate, compose and decompose <br> - Select shapes for a purpose <br> - Rotate shapes <br> - Manipulate shapes <br> - Explain shape arrangements <br> - Compose shapes <br> - Decompose shapes <br> - Copy 2-D shape pictures | Sharing and grouping <br> - Explore sharing <br> - Sharing <br> - Explore grouping <br> - Grouping <br> - Even and odd sharing <br> - Play with and build doubles | Visualise, build and map <br> - Identify units of repeating patterns <br> - Create own pattern rules <br> - Explore own pattern rules <br> - Replicate and build scenes and constructions <br> - Visualise from different positions <br> - Describe positions <br> - Give instructions to build <br> - Explore mapping <br> - Represent maps with models <br> - Create own maps from familiar places | Make <br> connections <br> - Deepen understanding <br> - Patterns and relationships | Consolidation |


|  | $\bullet$ Verbal <br> counting <br> beyond 20 <br> Verbal <br> counting <br> patterns |  | $\bullet$ Find 2-D shapes <br> within 3-D <br> shapes |  | Create own maps and plans <br> from story situations |  |  |
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