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| **Money** | **Time** | **Shape**  **Symmetry** | **Measure** | **Data** |
| Name, recognise and use all coins and notes up to £5. | Read and show o’clock and half-past times on both analogue and digital clocks. | Explore a range of 2D shapes, e.g. circle, triangle, rectangle, square, pentagon, hexagon, etc. | Bake  Follow a simple recipe and weigh out all of the ingredients using scales/measuring jugs, etc | Use knowledge of colour, shape, size and other properties to match and sort items in a variety of different ways.  e.g. sort toys by colour |
| Begin to explore different ways to make the same total  eg. 20p = 4 x 5p or  1 x 20p or  2 x 10p | Know some simple time equivalences, e.g. 24 hours = 1 day, 7 days = 1 week. | Explore a range of 3D objects: cube, cuboid, cone, cylinder, pyramid and sphere. |
| Begin to recognise the symbols £ and p for pounds and pence | Know important dates e.g. birthdays, holidays and celebrations | Describe the properties of 3D objects using the mathematical language of sides and faces | In play and every day contexts, compare using language such as;   * Length: long, longer, longest * Width: wide, wider, widest * Height: tall, taller, tallest, short, shorter, shortest * Weight: heavy, heavier, heaviest, light, lighter, lightest * Volume: holds more/holds most/holds less/holds least |
| Use a variety of coin combinations to pay for items and give change within 20p | Begin to read and write dates in numbers and in words. | Describe the properties of 2D shapes using the mathematical language of corners and edges |
|  | Begin to use a calendar to plan key events e.g. to show a holiday, club, etc. |
|  | Know and name days of the week, months of the year, seasons. | Create symmetrical pictures, shapes and patterns with one line of symmetry |