

Foundation Stage 2 Block C Mathematics Overview

Unit	IEYC Learning Outcomes	Weekly Goal	Activities
Exploring Patterns	2.59a Exploring the passage of time by linking it to daily routines 2.60a Using language associated with time; morning, afternoon, day, night, mealtimes, etc.	<ul style="list-style-type: none"> Making simple patterns. Exploring more complex patterns using daily routine. 	<ul style="list-style-type: none"> Making patterns using finger paints Go on a pattern hunt – recognising patterns and similarities in the environment Carry on a pattern that has already started Build pattern towers with Lego Make pattern using fruit on skewers Follow instructions to line up in a pattern Sing and dance to pattern songs Sequence the daily routine Follow the visual class timetable
Addition & Subtraction	2.38a Reciting a sequence of numbers 2.40a Exploring one-to-one correspondence 2.41a Use Mathematical language to describe groups containing more or less objects 2.43a Counting groups of objects 2.50a Exploring increasing and decreasing quantities through action songs, rhymes and games	<ul style="list-style-type: none"> Adding by counting on. Taking away by counting back. 	<ul style="list-style-type: none"> Play snakes and ladders Play guess what is missing memory game and involve counting Explore groups of objects and say which has more or less Colour by number as a group with addition to 5 Place picture puzzles in correct order.
Numbers to 10	2.42a Exploring numbers in the environment 2.58a Exploring data through pictorial representation	<ul style="list-style-type: none"> Counting to 10. 	<ul style="list-style-type: none"> Roll the ball to a partner, count your passes up to 10. Try again counting backwards from 10. Play Hide and Seek – count up to 10 or back from 10 before going to find the others Create a “tens frame” sticker chart to reward good effort. Each day count how many stickers they have got and work out how many more they need for a reward. Give a class reward when they get to 10. Collect class data based on likes and interests and explore this as a pictograph
Number Patterns	2.42a Exploring numbers in the environment	<ul style="list-style-type: none"> Finding numbers in the environment. Correctly identifying 	<ul style="list-style-type: none"> Jump along a number track shouting out double numbers to 5 Jump along a number track shouting out double numbers to 10 Call out the numbers landed on during a game of Hopscotch Order a human number line using number cards as hats/headbands

		numbers to 10	
Measure	<p>2.61a Exploring length and height through play and practical activities</p> <p>2.62a Using language associated with length and height</p> <p>2.63a Exploring weight through play and practical activities</p> <p>2.64a Using language associated with weight</p> <p>2.65a Exploring capacity through play and practical activities</p> <p>2.66a Using language associated with capacity</p>	<p>Length, height and distance.</p> <p>Weight.</p> <p>Volume and capacity.</p>	<ul style="list-style-type: none"> • Use balancing scales to explore and compare the weights of different objects • Explore capacity by scooping different materials into different sized containers with a spoon. • How many of one container will fill another? • Build a tower using Lego of the same size to measure an object • Roll out playdough worms - who has the longest and who has the shortest.