

# MATHS — NO PROBLEM! FOUNDATIONS

## ABOUT THE PROGRAMME

Maths — No Problem! Foundations is a complete Reception programme that includes Workbook Journals, Picture Books and online Teacher Guides with printable resource sheets, all in one package.

Maths — No Problem! Foundations is a one-year UK curriculum maths course for Reception developed with a deep maths-mastery focus and with genuine attention to learning core principles through embedded play.

It is produced by the same award-winning team that brought you the Maths — No Problem! Primary Series, a programme approved by the Department for Education and one of the few judged as meeting the rigorous quality guidance published by the National Centre for Excellence in the Teaching of Mathematics. Maths — No Problem! Foundations is developed by maths mastery experts including Judy Hornigold, our lead author. Dr Yeap Ban Har, a world-renowned expert in Singapore maths, directed the design of the Picture Books and James Allan Hermanson authored the stories.

## TOPIC AND ACTIVITY OVERVIEW

### Term 2

This Term 2 overview shows week-by-week the areas of learning and strands that are the main focus for your class. The relevant Early Learning Goal is also given, with all the activities connecting to, and building upon, the statutory framework. We have also included a suggestion for which of the picture books you might use, though they can of course be used for all strands!

Maths — No Problem! Foundations uses the same spiral approach as the Primary Series, to ensure depth of learning and secure understanding of key mathematical concepts. Using this weekly guide you can introduce, revisit and build on your children's knowledge.

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	Week 1	Week 2	Week 3	Week 4
<b>Maths – No Problem! Area of learning</b>	Number and Pattern	Number and Pattern	Number and Pattern	Number and Pattern
<b>Maths – No Problem! Strand</b>	Counting	Counting and Ordering	Counting	Addition
<b>EYFS Early Learning Goal</b>	Number: Have a deep understanding of numbers up to 10, including the composition of each number.	Numerical patterns: Compare quantities up to 10 in different contexts.	Numerical patterns: Compare quantities up to 10 in different contexts.	Number: Have a deep understanding of numbers up to 10, including the composition of each number.
<b>Activities</b>	<ol style="list-style-type: none"> <li>1. Zero Book</li> <li>2. Visualising Zero</li> <li>3. Zero Game</li> <li>4. 1 Fewer Than</li> <li>5. Adding and Subtracting Zero</li> </ol>	<ol style="list-style-type: none"> <li>1. Counting Forwards</li> <li>2. Counting Backwards</li> <li>3. Ordering Numbers</li> <li>4. Position in a Queue</li> <li>5. Running Races Outdoors</li> </ol>	<ol style="list-style-type: none"> <li>1. Introduce the Five Frame</li> <li>2. Changing the Amount in the Frame</li> <li>3. Introduce the Ten Frame</li> <li>4. Changing the Amount in the Frame</li> <li>5. Conservation of Number</li> </ol>	<ol style="list-style-type: none"> <li>1. Adding to 5</li> <li>2. Adding to 10</li> <li>3. Part Part Whole and Comparison</li> <li>4. Using a Ten Frame</li> <li>5. Adding by Counting On</li> </ol>
<b>Picture book link</b>	Magic Oven (Counting)	Rosy Red (Counting)	Magic Oven (Five and Ten Frames)	Rosy Red (Counting On)

	Week 5	Week 6	Week 7	Week 8
<b>Maths – No Problem! Area of learning</b>	Number and Pattern	Number and Pattern	Number and Pattern	Number and Pattern
<b>Maths– No Problem! Strand</b>	Comparing and Ordering	Counting	Counting	Patterns
<b>EYFS Early Learning Goal</b>	Numerical patterns: Compare quantities up to 10 in different contexts.  Number: Subitise up to 5.	Number: Have a deep understanding of numbers up to 10.  Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.	Number: Have a deep understanding of numbers up to 10.  Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.	Numerical patterns: Explore and represent patterns within numbers up to 10.
<b>Activities</b>	<ol style="list-style-type: none"> <li>1. Comparing Quantities of Similar Items</li> <li>2. Comparing Quantities of Different Sized Items</li> <li>3. Perceptual and Conceptual Subitising</li> <li>4. 1 More, 1 Fewer on a Ten Frame and Ordering</li> <li>5. Conceptual Subitising</li> </ol>	<ol style="list-style-type: none"> <li>1. Sharing</li> <li>2. Identifying Groups</li> <li>3. Number Bonds</li> <li>4. Making 6 – Hidden Objects</li> <li>5. Making Number Stories</li> </ol>	<ol style="list-style-type: none"> <li>1. Number Bonds to 7</li> <li>2. Number Bonds to 8</li> <li>3. Number Bonds to 10</li> <li>4. Partitioning Into More Than 2 Parts</li> <li>5. Making Number Stories</li> </ol>	<ol style="list-style-type: none"> <li>1. Recognise and Describe Patterns</li> <li>2. Extend a Pattern</li> <li>3. Create a Pattern</li> <li>4. Spot Mistakes in Patterns</li> <li>5. Abstract Patterns</li> </ol>
<b>Picture book link</b>	Playmates (Subitising, Ordering)	Rosy Red (Number Bonds)	Magic Oven (Making 10)	Rosy Red (Patterns)

	Week 9	Week 10	Week 11	Week 12
<b>Maths — No Problem! Area of learning</b>	Shape, Space and Measure	Shape, Space and Measure	Shape, Space and Measure	Shape, Space and Measure
<b>Maths — No Problem! Strand</b>	Measuring lengths and heights	Capacity - developing language	2D Shapes	3D Shapes
<b>EYFS Early Learning Goal</b>	... rich opportunities for children to develop their spatial reasoning skills across all areas of mathematics including shape, space and measures.	... rich opportunities for children to develop their spatial reasoning skills across all areas of mathematics including shape, space and measures.	... rich opportunities for children to develop their spatial reasoning skills across all areas of mathematics including shape, space and measures.	... rich opportunities for children to develop their spatial reasoning skills across all areas of mathematics including shape, space and measures.
<b>Activities</b>	<ol style="list-style-type: none"> <li>1. Non-Standard Units</li> <li>2. Body Parts</li> <li>3. Using a Ruler</li> <li>4. Comparing Heights</li> <li>5. Estimating and Measuring</li> </ol>	<ol style="list-style-type: none"> <li>1. Empty and Full</li> <li>2. Empty, Full and Half-Full</li> <li>3. Empty, Full and Half-Full, Nearly Full and Nearly Empty</li> <li>4. Comparing Capacity</li> <li>5. Estimating Capacity</li> </ol>	<ol style="list-style-type: none"> <li>1. Tangram Cat</li> <li>2. Guess My Shape</li> <li>3 Find My Shape</li> <li>4 Describing Shapes</li> <li>5. Filling a Space</li> </ol>	<ol style="list-style-type: none"> <li>1. Cube</li> <li>2. Cuboid</li> <li>3. Cylinder</li> <li>4. Sphere</li> <li>5. Creating and Copying 3D Constructions</li> </ol>
<b>Picture book link</b>	Playmates (Measuring)	This 'n That (Capacity)	This 'n That (2D shapes)	This 'n That (3D Shapes)