## **Bullion Lane Primary Maths MTP Checklist Reception**

## **Autumn Term**

- Saying numbers step 1 (I can count to 10)
- Actual counting step 1 (I can count 3 objects)
- Learn Its step 1 (1+1, 2+2)
- Explore and draw step 4 (I can show interest in shapes around me)
- 2D shapes step 3 (I can describe simple 2D shapes)
- 3D shapes step 2 (I can use 3D shapes when I play)
- Position and direction step 6 (I can move myself in lots of specific ways)
- Amounts of distance step 2 (I can describe an object as tall or short)
- Amounts of Mass step 2 (I can describe an amount of mass as heavy or light)
- Amounts of money step 2 (I can play shop 1 buying things)
- Amounts of Space step 2 (I can describe an amount of space)
- Amounts of temperature step 3 (I can compare hot and cold)
- Amounts of temperature step 4 (I understand hotter and colder)
- Amounts Time step 5 (I can describe periods of time)
- Amounts of turn step 1 (I can make a whole turn)
- Diagrams and tables step 2 (I can record my sorting using mark making)
- Pattern spotting step 4 (I can create two colour patterns)

## **Spring Term**

- Saying numbers step 1 (I can count to 10)
- Reading numbers step 1 (I can read 1d numbers)
- Core numbers step 1 (I can understand numbers to 10)
- Actual counting step 2 (I can count 4 objects)
- Actual counting step 3 (I can count 5 objects)
- Actual counting step 4 (I can count 6 objects)
- Actual counting step 5 (I can count 10 objects)
- Actual counting step 6 (I can count 20 objects)
- Counting on step 1 (I can count on and count back 1)
- Learn Its step 2 (3+3, 4+4, 5+5)
- Doubling with Pim step 1 (I can double 1 digit numbers)
- Addition step 1 (I know when to add some more)
- Addition step 2 (I know to find the total)
- Subtraction step 1 (I know when to take some away)
- Subtraction step 2 (I know to take some away, then count how many are left)
- Division step 1 (I can give out objects fairly)
- Explore and draw step 5 (I can use shapes with purpose as I play)
- 2D shapes step 4 (I can see when shapes are similar)
- 2D shapes step 5 (I can recognise a circle)
- 2D shapes step 6 (I can recognise a square)
- 2D shapes step 7 (I can recognise a triangle)
- 3D shapes Step 3 (I can recognise a cube)
- 3D shapes step 4 (I can recognise a pyramid)
- 3D shapes step 5 (I can recognise a sphere)
- Position and direction step 7 (I can describe my own position)
- Amounts of distance step 3 (I can compare two different amounts of distance)
- Amounts of Mass step 3 (I can compare 2 different amounts of mass)
- Amounts of Money step 3 (I can play shop 2 identifying coins, narrating and giving change)
- Amounts of Space step 3 (I can compare 2 different amounts of space)
- Amounts of temperature step 4 (I understand hotter and colder)
- Amounts of time step 6 (I can order daily events)
- Amounts of turn step 1 (I can make a whole turn)
- Fractions of a set step 1 (I can show awareness of half of an amount)
- Diagrams and tables step 3 (I can collect data using objects)
- Pattern spotting step 5 (I can create three colour patterns)

## **Summer Term**

- Saying numbers step 2 (I can count to 20)
- Reading numbers step 2 (I can read the numbers 11 − 20)
- Core numbers step 1 (I can understand numbers to 10)
- Actual counting step 6 (I can count 20 objects)
- Counting on step 2 (I can count on and count back 2)
- Counting on step 3 (I can count on and count back 3)
- Counting on step 4 (I can count on and count back 4)
- Counting on step 5 (I can count on and count back 5)
- Counting multiples step 1 (I can count in 10s)
- Learn Its step 3 (1+2, 2+3)
- The Pim Principle step 1 (I can swap objects)
- Doubling with Pim step 1 (I can double 1 digit numbers)
- Addition step 3 (I can add the right amount)
- Addition step 4 (I add the right amount and can count how many altogether)
- Addition step 5 (I can add numbers of objects to 10)
- Subtraction step 3 (I take away the right amount)
- Subtraction step 4 (I take away the right amount and count how many are left)
- Subtraction step 5 (I can take away numbers to objects to 10)
- Multiplication step 1 (I can set out groups of toys when I play)
- Multiplication step 2 (I can find the total amount of toys)
- Division step 2 (I can count how many each person was given)
- Division step 3 (I can share an even number of objects between 2 people)
- Division step 4 (I can halve an even number of objects)
- Division step 5 (I can share 6, 9, 12 or 15 objects between 3 people)
- Explore and draw step 6 (I can create a symmetrical picture)
- 2D shapes step 8 (I can name and describe simple 2D shapes)
- 2D shapes step 9 (I can recognise a rectangle and know that a square is a special rectangle)
- 2D shapes step 10 (I can identify 2D shapes in real life)
- 3D shapes step 6 (I can describe simple 3D shapes)
- 3D shapes step 7 (I can identify 3D shapes in real life)
- Position and direction step 8 (I can describe a variety of different positions, for me, others or objects as I play)
- Amounts of distance step 4 (I can compare 3 different amounts of distance))
- Amounts of mass step 4 (I can compare 3 different amounts of mass)
- Amounts of money step 4 (I can play shop 3 making simple calculations)
- Amounts of space step 4 (I can compare 3 different amounts of space)
- Amounts of temperature step 4 (I understand hotter and colder)
- Amounts of time step 7 (I can begin to measure time)
- Amounts of time step 8 (I know about annual events)
- Amounts of time step 9 (I can chant the days of the week)

- Amounts of turn step 2 (I can make a half turn)
- Fractions of a set step 2 (I can find half of an amount by dividing it into two)
- Diagrams and tables step 4 (I can record my sorting using numbers)
- Bar charts step 1 (I can build counting towers)
- Pattern spotting step 6 (I can spot, copy and create different patterns)