Britannia Bridge Maths Long Term Plan 2025/26

Class	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N3 Caterpillars	**Number** • Recite some counting numbers • Join in singing counting songs and rhymes. • Show an interest in numbers in play • Recognise familiar numerals e.g. 3. • . **SSM** • Play with shapes, blocks, puzzles, shape sorters -talk about the shapes. • Talk about patterns in the environment.	**Number** • Recite numbers to 3 • Subitise 1 • Practice counting objects up to 3- moveable and pictorial. • Recognise numerals to 3 • Begin to learn that the last number reached when counting is the total. **SSM** • Shape properties e.g, pointy, curvy. • Describe a familiar route, e.g. recall going to the post box.	**Number** • Recite numbers to 5 • Subitise up to 2 • Practice counting objects up to 5, moveable and pictorial. • Begin to show finger numbers. • Understand that the last number reached when counting is the total. **SSM** • Select shapes appropriately when constructing • Understand positional language	**Number** • Recite numbers past 5 • Subitise up to 2 • Begin to recognise numerals to 5 • Compare quantities- more than, fewer than **SSM** • Comparing size and capacity. • Explore and begin to make patterns with natural and everyday objects.	**Number** • Increase confidence reciting numbers past 5 • Counting objects to 5 and match to correct numeral. • Represent number using marks or symbols. **SSM** • Make shape pictures • Comparing weight and length. • Extend, and create ABAB patterns	**Number** • Recite numbers up to 10 • Subitise up to 3 • Solve mathematical problems with numbers to 5 • Order numerals to 5. **SSM** • Talk about and begin to use some shape names. • Sequence daily events.
	Continuous coverage throughout the year of Number and Shape, Space and Measure through continuous provision and planned activities					
Reception Butterflies	**Mastering Number** • Subitise up to 3 • Patterns within 4 • Relate counting sequence to cardinality • Numbers can be made up of 1s • Comparing sets of numbers. **SSM** • Select, rotate and manipulate shapes. • Comment on patterns. • Compare capacity and weight.	**Mastering Number** • Subitise up to 5 • Explore cardinality of 5 • Count beyond 5 • Composition of numbers within 5 • Comparing sets using variety of strategies. **SSM** • Mathematical terms to describe 2D and 3D shapes. • Look at and copy a simple repeated pattern.	**Mastering Number** • Increase confidence in subitising within 5 • Explore patterns beyond 5 • Counting to 20 and beyond • Develop object counting up to 10, order numbers • Composition of 5 and 6 • Comparing sets using language of comparison **SSM** • Name 2D and 3D shapes. • Continue a simple repeated pattern.	**Mastering Number** • Explore symmetrical patterns • Cardinality within 10 • Counting beyond 20 • Composition of odd and even numbers • Link even numbers to double • Composition of numbers within 10 • Position of numbers in the number system **SSM** • Learn what shapes combine to make other shapes • Create repeated patterns. • Compare length and height.	**Mastering Number** • Use subitising skills to identify when patterns show same number different pattern • Counting from different starting numbers • Object counting • Composition of 10 • Order sets of numbers, linking to understanding of ordinal number system. **SSM** • Recognise that a shape has other shapes within it. • Test and make predictions linked to weight, length, height and capacity.	**Mastering Number** • Consolidate understanding of concept previously taught through working in a variety of contexts and with different numbers. **SSM** • Consolidate understanding of previously taught learning.
	Continuous coverage throughout the year of Number and Shape, Space and Measure through continuous provision and planned activities					

Year 1 Bumblebees	Previous Reception experiences and counting within 100	Comparison of quantities and part-whole relationships Numbers 0 - 5	Recognise, compose, decompose and manipulate 2D and 3D shapes Numbers 0 – 10	Additive structures Addition and subtraction facts within 10	Numbers 0 – 20	Unitising and coin recognition Position and Direction Time
Year 2 Seahorses	Numbers 10 – 100 Calculations within 20	Fluently add and subtract within 10 Addition and subtraction of two-digit numbers (1) Introduction to multiplication (1)	Introduction to multiplication (2) Introduction to division structures	Shape Addition and subtraction of two-digit numbers (2)	Money Fractions Time Position and direction	Multiplication and division – doubling, halving, quotative and partitive division Sense of measure – capacity, volume, mass
Year 3 Hummingbirds	Adding and subtracting across 10 Numbers to 1,000 (1)	Numbers to 1,000 (2)	Right angles Manipulating the additive relationship and securing mental calculation	Column addition 2,4,8 times tables Column subtraction	Unit Fractions	Non-unit fractions Parallel and perpendicular sides in polygons Time
Year 4 Dragonflies	Review of column addition and subtraction Numbers to 10,000	Perimeter 3,6,9 times tables (1)	3,6,9 times tables (2) 7 times table and patterns Understanding and manipulating multiplicative relationships (1)	Understanding and manipulating multiplicative relationships (2) Coordinates	Review of fractions Fractions greater than 1	Symmetry in 2D shapes Time Division with remainders
Year 5 Owls	Decimal fractions Money	Negative numbers Short multiplication and short division	Area and scaling	Calculating with decimal fractions Factors, multiples and primes	Fractions	Converting units Angles
Year 6 Sharks	Calculating using knowledge of structures (1) Multiples of 1,000	Numbers up to 10,000,000 Draw, compose and decompose shapes	Multiplication and division Area, perimeter, position and direction	Fractions and percentages	Statistics	Ratio and proportion Calculating using knowledge of structures (2) Solving problems with two unknowns Order of operations

						Mean average