

Contextual Maths in Reception Topics

Topics present abundant opportunities for contextual maths. Have fun with meaningful maths and explore a cross-curricular topic at the same time.



Maths content	Maths references	Topic
Counting, measuring, shopping, problem solving	<ul style="list-style-type: none"> Count reliably with numbers from 1 to 20. Place numbers 1 to 20 in order. Say which number is 1 more or 1 less than a given number. Using quantities and objects, can add and subtract 2 single-digit numbers, counting on or back to find the answer. Solve problems, including doubling, halving and sharing. Use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. Recognize, create and describe patterns. Explore characteristics of everyday objects and shapes and use mathematical language to describe them. 	Dinosaurs Block F: Dinosaur Maths wrht.org.uk/dinomaths
Investigate birth months, the days of the week, make simple pictograms	<ul style="list-style-type: none"> Use everyday language to solve problems and recognise, create and describe patterns. Count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number. 	Celebrations Block A: Celebrating Me wrht.org.uk/celebrations
Count wheels and windows and measure heights, widths and lengths	<ul style="list-style-type: none"> Count reliably with numbers from 1 to 20, place them in order and say which number is 1 more or 1 less than a given number. Using quantities and objects, add and subtract 2 single-digit numbers, counting on or back to find the answer. Solve problems, including doubling, halving and sharing. Use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. Recognise, create and describe patterns. Explore characteristics of everyday objects and shapes and use mathematical language to describe them. 	Superheroes Block D: Superhero Vehicles wrht.org.uk/superherovehicles
Counting, fundraising	<ul style="list-style-type: none"> Count reliably with numbers from one to 20. Solve problems. Use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. 	Superheroes Block F: Superhero Project wrht.org.uk/superheroproject
		<i>Continued</i>

Maths content	Maths references	Topic
Counting	<ul style="list-style-type: none"> Count reliably with numbers from 1 to 20, place them in order and say which number is 1 more or 1 less than a given number. 	On the Move Block A: My Journeys wrht.org.uk/superheroproject
Use language to describe position	<ul style="list-style-type: none"> Use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. 	On the Move Block E: Through the Air wrht.org.uk/air
Counting, halving and sharing, using mathematical language to describe journeys	<ul style="list-style-type: none"> Count reliably with numbers from 1 to 20, place them in order and say which number is 1 more or 1 less than a given number. Using quantities and objects, add and subtract 2 single-digit numbers, counting on or back to find the answer. Solve problems, including halving and sharing. Use everyday language to talk about size, weight, distance, time to compare quantities and objects and to solve problems. Explore characteristics of everyday objects and shapes and use mathematical language to describe them. 	On the Move Block F: Space wrht.org.uk/space
Work out money amounts using coins, use mathematical language, explore maths problems	<ul style="list-style-type: none"> Count reliably with numbers from 1 to 20, say which number is one more or one less than a given number. Solve problems, including doubling, halving and sharing. Use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. 	Animals Block A: Pets wrht.org.uk/pets
Count out dog biscuits and write corresponding addition number sentence	<ul style="list-style-type: none"> Using quantities and objects, add and subtract 2 single-digit numbers and count on or back to find the answer. 	Animals Block B: Working Animals wrht.org.uk/workinganimals
Work out problems involving weight and capacity	<ul style="list-style-type: none"> Use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. Recognise, create and describe patterns. Explore characteristics of everyday objects and shapes and use mathematical language to describe them. 	Animals Block C: Animal Protectors wrht.org.uk/animalprotect
Count hedgehog spikes, double, and say doubling number sentence	<ul style="list-style-type: none"> Solve problems, including doubling. Use everyday language to talk about size and compare objects. 	Animals Block D: Night Animals and Day Animals wrht.org.uk/nightday
		<i>Continued</i>

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Measure and record distance.	<ul style="list-style-type: none"> Use everyday language to talk about distance to solve problems. 	Animals Block E: Sacred and Mythical Animals wrht.org.uk/mythicanimal
Compare sizes and use language of measurement.	<ul style="list-style-type: none"> Use everyday language to talk about size and weight to compare objects and to solve problems. Recognise, create and describe patterns. Explore characteristics of everyday objects and shapes and use mathematical language to describe them. 	Animals Block F: Baby Animals wrht.org.uk/babyanimal
Open-ended maths activities.	<ul style="list-style-type: none"> Open-ended investigative tasks provide fun, stimulating contexts in which children can connect previous knowledge with new situations, develop mental flexibility, practise mathematical vocabulary and reason mathematically. 	Open-ended Investigative Maths Mathematical Problem-solving wrht.org.uk/mathsactivities