

These small steps have been taken from the new White Rose overview v3.0 and reformatted into the table below.			
Number of Weeks	Curriculum Area	Statutory framework for the early years foundation stage	Small step objectives.
Weeks 1-2	Getting to Know You These weeks are used to get to know the children. This will be done through a range of activities and observations. Baseline assessments will be completed throughout these weeks.		
Weeks 3-4	Match, Sort and Compare	ELG: Numerical Patterns Children at the expected level of development will: Verbally count beyond 20, recognising the pattern of the counting system; Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity; Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	<ol style="list-style-type: none"> 1. Match objects 2. Match pictures and objects 3. Identify a set 4. Sort objects to a type 5. Explore sorting techniques 6. Create sorting rules 7. Compare amounts
Weeks 5-6	Talk about measure and pattern	ELG: Numerical Patterns Children at the expected level of development will: Verbally count beyond 20, recognising the pattern of the counting system; Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity; Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	<ol style="list-style-type: none"> 1. Compare size 2. Compare mass 3. Compare capacity 4. Explore Simple patterns 5. Copy and continue simple patterns 6. Create simple patterns
Weeks 7-8	It's me 1, 2, 3	ELG: Number Children at the expected level of development will: Have a deep understanding of number to 10, including the composition of each number; 14 Subitise (recognise quantities without counting) up to 5; 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.	<ol style="list-style-type: none"> 1. Find 1, 2 and 3 2. Subitise 1, 2 and 3 3. Represent 1, 2 and 3 4. 1 more 5. 1 less 6. Composition of 1, 2 and 3

Week 9	Circle and triangles	<p>ELG: Numerical Patterns</p> <p>Children at the expected level of development will: Verbally count beyond 20, recognising the pattern of the counting system; Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity; Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.</p>	<ol style="list-style-type: none"> 1. Identify and name circles and triangles 2. Compare circles and triangles 3. Shapes in the environment 4. Describe position
Weeks 10 and 11	1, 2, 3, 4, 5	<p>ELG: Number</p> <p>Children at the expected level of development will: Have a deep understanding of number to 10, including the composition of each number; 14 Subitise (recognise quantities without counting) up to 5; 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.</p>	<ol style="list-style-type: none"> 1. Find 4 and 5 2. Subitise 4 and 5 3. Represent 4 and 5 4. 1 more 5. 1 less 6. Composition of 4 and 5 7. Composition of 1-5
Week 12	Shapes with 4 sides	<p>ELG: Numerical Patterns</p> <p>Children at the expected level of development will: Verbally count beyond 20, recognising the pattern of the counting system; Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity; Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.</p>	<ol style="list-style-type: none"> 1. Identify and name shapes with 4 sides 2. Combine shapes with 4 sides 3. Shapes in the environment 4. My day and night