



**"...it is essential that children are read to and engage in rich discussion of texts from the very beginning of their time in school."**

Christopher Such 2021

# Maths through Stories 2024-25

The aim of this reading spine is to provide a list of books / texts that staff can use in their planning to support the delivery of maths to our children.

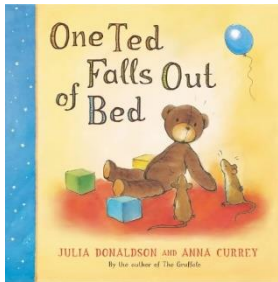
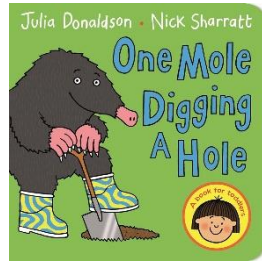
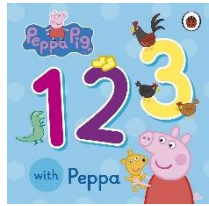
Children enjoy books from a very early age. Stories make anything seem possible with just a little imagination. This makes stories a good way to help children to develop mathematical ideas.

Using stories in this way can help children to see the relevance of mathematics in their own lives. Stories can show children how numbers, measuring and shapes help us with everyday tasks. This gives children a good foundation for the understanding of abstract concepts.

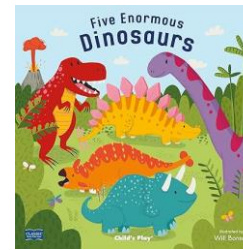
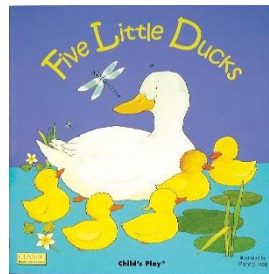
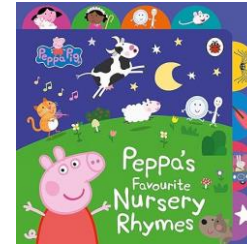
Using stories to develop mathematical understanding can support the development of key vocabulary and boost engagement.

\*\*\* Our Maths through stories spine is in its infancy and is an ever-evolving document which will consider new releases along with texts recommended through CPD and professional discussions \*\*\*

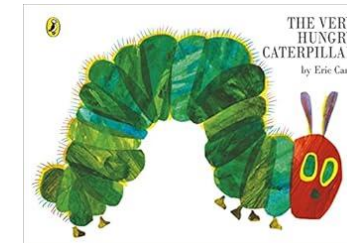
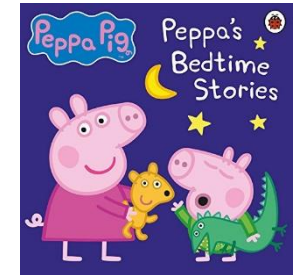
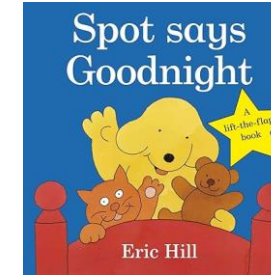
## Numbers & Counting



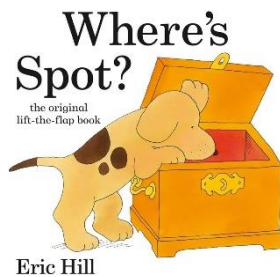
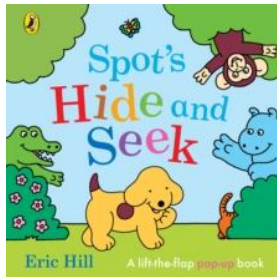
## Number rhymes



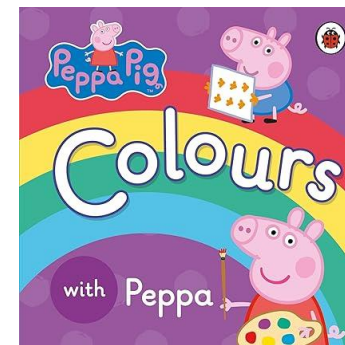
## Routines



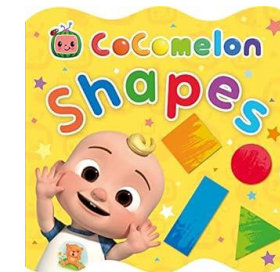
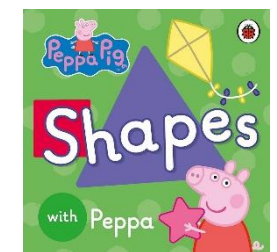
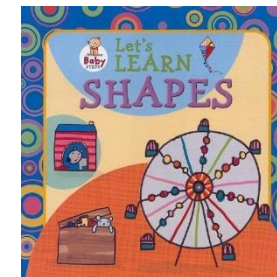
## Positional Language



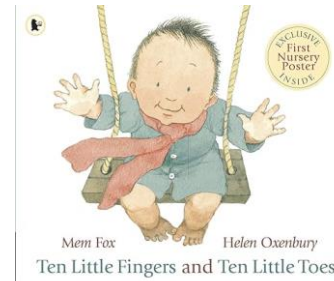
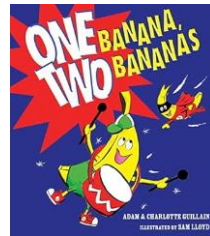
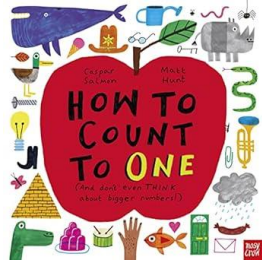
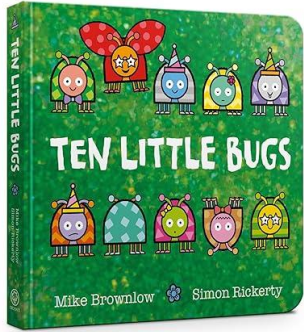
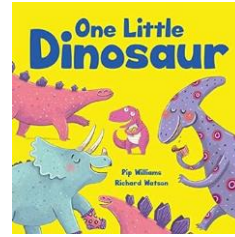
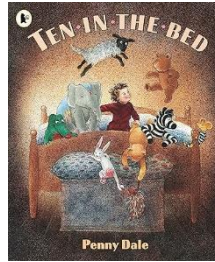
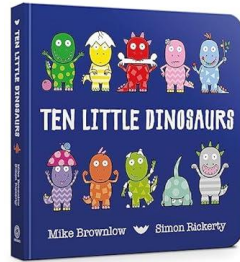
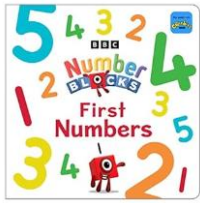
## Exploring Colours



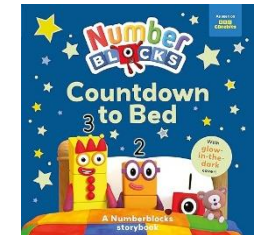
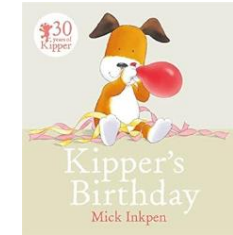
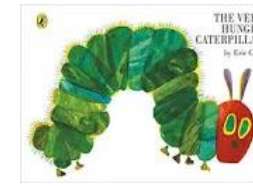
## Shapes



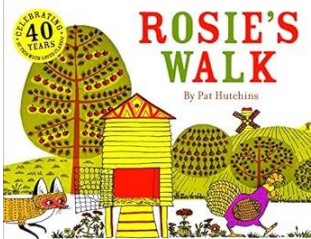
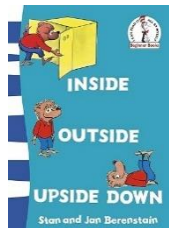
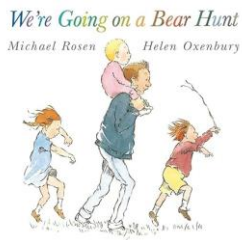
## Numbers & Counting



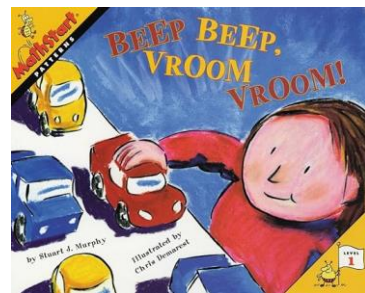
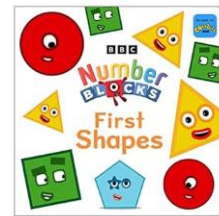
## Routines



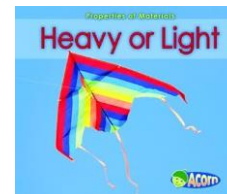
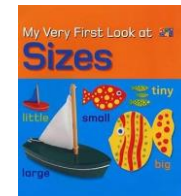
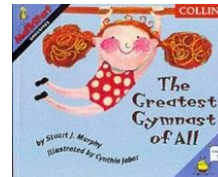
## Positional Language & Sequencing



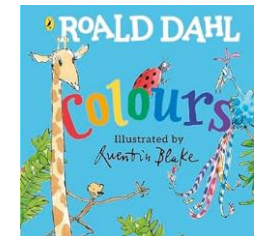
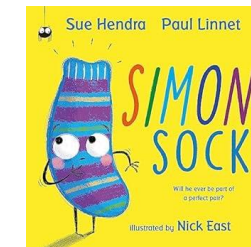
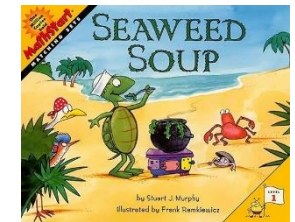
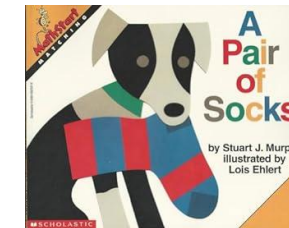
## Shapes/ Patterns



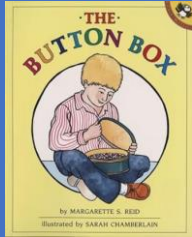
## Measures



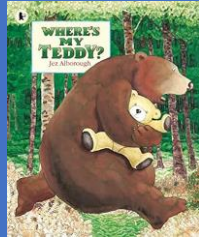
## Sorting/ Matching/ Colours



Match, Sort  
and compare



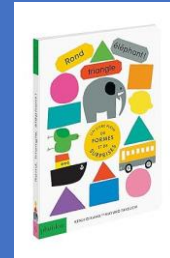
Measure and  
pattern



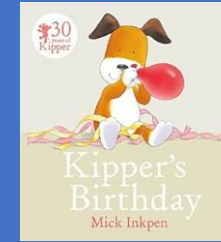
Its me 1,2,3



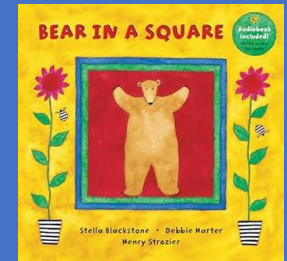
Circles and  
triangles



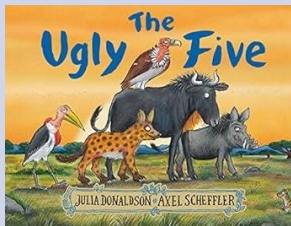
1,2,3,4,5



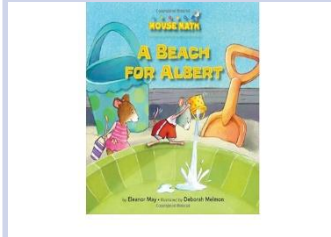
Shapes- 4 sides



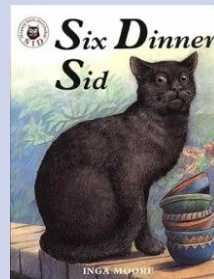
Alive in 5



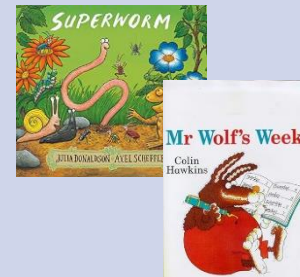
Mass and  
capacity



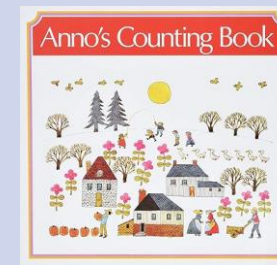
Growing 6,7,8



Length, height  
and time



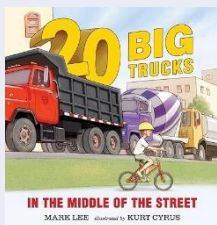
Building 9,10



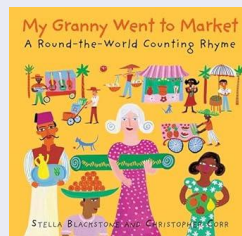
3-D Shapes



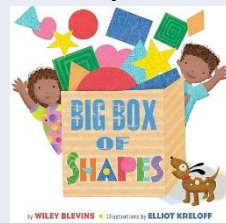
To 20 and  
beyond



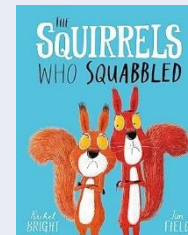
How many  
now?



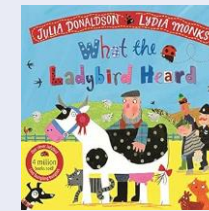
Manipulate,  
compose and  
decompose



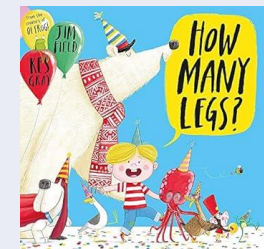
Sharing and  
grouping



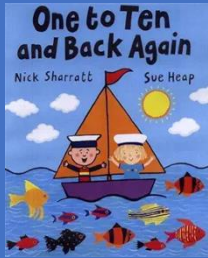
Visualise, build  
and map



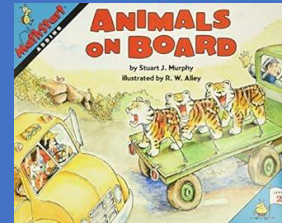
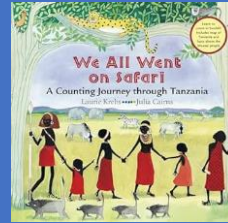
Make  
Connections



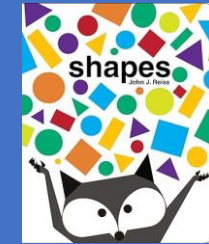
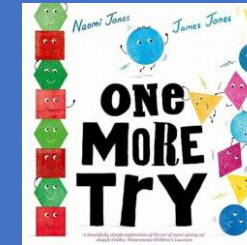
## Place Value (within 10)



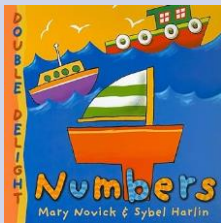
## Addition and Subtraction (within 10)



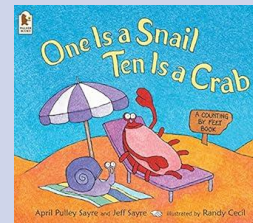
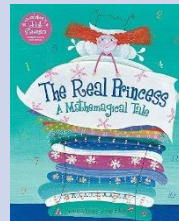
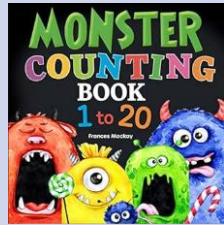
## Shape



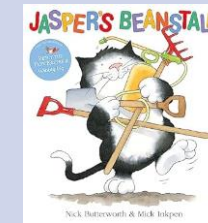
## Place value (within 20)



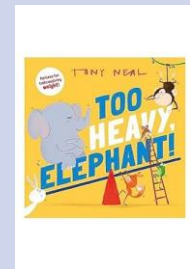
## Addition and subtraction (within 20)



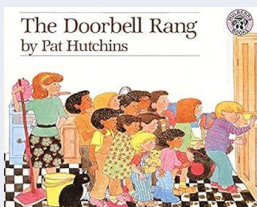
## Length and height



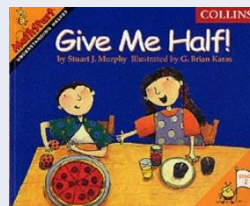
## Mass and volume



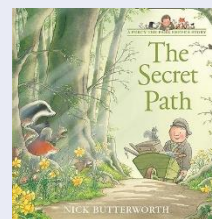
## Multiplication and division



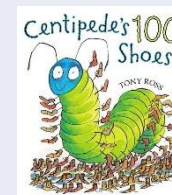
## Fractions



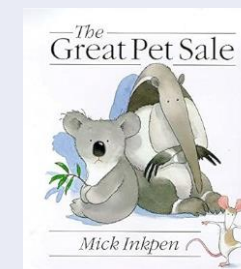
## Position and direction



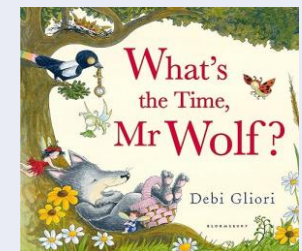
## Place value (within 100)



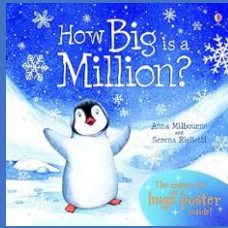
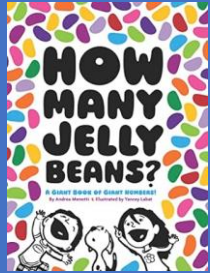
## Money



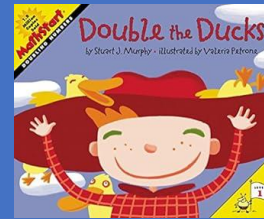
## Time



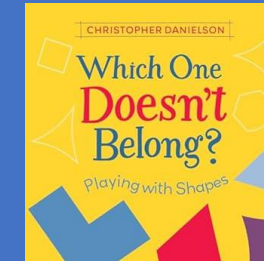
## Place Value



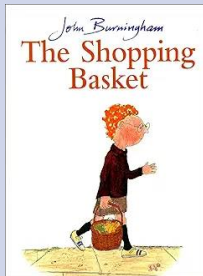
## Addition and Subtraction



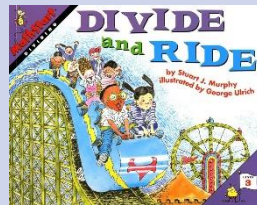
## Shape



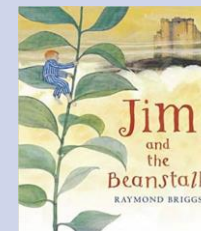
## Money



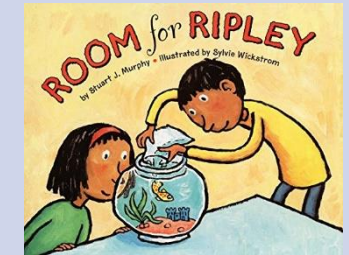
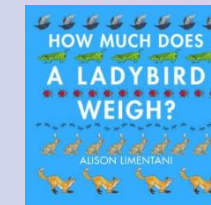
## Multiplication and Division



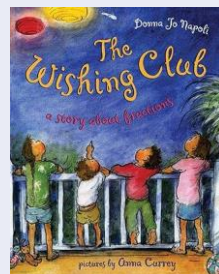
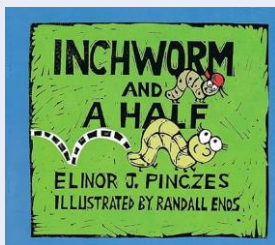
## Length and Height



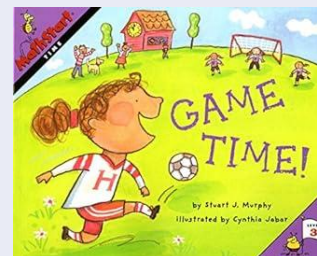
## Mass, Capacity and Temperature



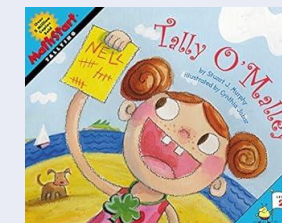
## Fractions



## Time



## Statistics



## Position and direction

