

DOVER COURT INTERNATIONAL SCHOOL SINGAPORE

A NORD ANGLIA EDUCATION SCHOOL

Maths

29th October 2019 | Teaching of Primary Maths



Meet the Team



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Sophia Knight Transitions & Progression of skills

Objectives

How this morning will work – three stations



- To give an overview of how assessment informs teaching
- To share the reasons for our approach in mathematics
- To share the tools we use to deliver mathematics teaching





- To provide an overview of how skills are taught and deepened to secure understanding.
- To highlight misconceptions that can impact on the teaching of maths
- To provide activities to try at home to support the teaching of maths at DCIS.

The teaching of maths at DCIS



DCIS follow the National Curriculum (England)

At DCIS, we teach the strategies and follow the guidance from the National Curriculum (England)

https://www.gov.uk/government/ publications/national-curriculum-in-englandframework-for-key-stages-1-to-4

Tools & approaches we use to teach







MathsBot.com



- Modelling
- Mental Starters
- Practical resources
- Practice Embed Apply
- Differentiated and personalised
- Real life links
- Fun and engaging games
- Textbooks
- Extend and challenge
- Mastery
- Individual, paired and group activities
- Varied activities
- Creative
- Assessments
- Homework
- Technology
- STEAM

"Failure is an opportunity to grow" GROWTH MINDSET

"I can learn to do anything I want" "Challenges help me to grow" "My effort and attitude determine my ablitties" "Feedback is constructive" "I am inspired by the success of others" "I like to try new things"

"Failure is the limit of my abilities" **FIXED** MINDSET

"My abilities are unchanging" "I don't like "I can either do it, to be challenged" or I can't My potential is predetermined" "When I'm frustrated, I give up" "Feedback and criticism

I stick to what I know

Maths – DCIS approach



To ensure all pupils have the opportunity to make maximum progress in maths to secure skills and deepen their understanding.

To ensure the primary maths curriculum supports and challenges at all levels.

To ensure that all children make maximum progress based on the level they are working.

The cycle of teaching



Baseline and termly assessment

MATHS

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Why?

It is standardised assessment of pupils mathematical skills and knowledge. It assesses two dimensions of maths learning; mathematical content and application through reasoning and problem solving.

Why?

It is a child centred, collaborative approach based on dialogue about the child's present and future learning needs. It allows a child to understand their next steps and how to achieve these

Assertive Mentoring

Pupil Identification



Teaching groups



Why this approach?



Research informed – an action research study found significant gains

- It focused on:
 - the impact of partial grouping
 - coupled with team teaching support in class/group
 - led by assessment
- Versus:
 - Mixed ability
 - Removal for support

The study researched two year groups (3 and 4)

The research study

- Took place over two terms during academic year 2017-18
- Involved over 300 students
- Children were assessed at the start, part way and end of the study
- Year 3 students were assigned according to working towards, meeting or exceeding year group expectations
- Year 3 students in the working towards group were supported by an additional teacher in a team teach arrangement
- Year 4 students were taught in fully mixed groups in line with existing practice at the time of the study.
- Year 4 students requiring support were removed for intervention to ensure a fair reflection of practice at the time

The findings

Year 4	Progress %
Towards (29)	8%
Meeting (59)	25%
Exceeding (31)	19%

Year 3	Progress %
Towards (22)	17%
Meeting (151)	33%
Exceeding (23)	29%

- Progress was greater in Year 3 for all groups when compared to Year 4.
- Progress for lowest achievers in Year 3 was double that seen in Year 4.
- Progress for the lowest and middle achievers was over 50% better in Year 3 compared to Year 4.
- Feedback from teachers supports the model of team teaching.

Procedural Understanding versus Conceptual Understanding

A procedure is a sequence of steps by which a frequently encountered problem may be solved. These 'routines' can be learned and children know that they will arrive at the right answer if they follow the prescribed steps. Conceptual knowledge refers to an understanding of meaning. This is often indicated by a child's ability to explain the mathematics they are working with. They can justify their opinion and connect their understanding to prior learning.

Knowing that double 5 = 10 is not the same thing as understanding why it is true.



How to avoid misconceptions:

- Follow the calculation policy
- Don't take shortcuts ("To multiply by 10, just add a zero")
- Question your child (Are you sure? How do you know? Can you prove it? Tell me why... Show me another way.)
- Avoid memory aids until conceptual understanding is in place

		3	8	1	
		9	3	T	
	1	3	1		
•		1			-
BI	ut or Ad	ter f ding t S	ubitacting	Met Fractions w/	hod unlike dan.
-	123	++++	e P P	$\frac{\text{Reduce}}{10 \div 2} = \frac{12 \div 2}{12 \div 2}$	5
	25	30	2 =	3 20	ill not reduce

Mastery is a deepening of your child's understanding of mathematical concepts. It is not **accelerated** learning.

Although it might appear as though your child is 'ready' to move on, it is important for them to have the opportunity to apply the skills learnt to a range of problems.

Maths mastery is accessible for everyone.

Concrete, Pictorial, Abstract

To avert any misconceptions developing, we ensure that the learning is embedded by using this strategy.



Objective: I can add 3 one-digit numbers by recognising number bonds/near bonds.



Add these one-digit numbers together. If you can spot a number bond, use it to help you calculate.

This task is allowing the children to practise a new method after as skill has been introduced. The concept is in place but the learning is instructional and 'on the surface".

Objective: I can add 3 one-digit numbers by recognising number bonds/near bonds.



Children are developing their conceptual understanding. They can now use this new knowledge and skill and apply it in a purposeful context. This embeds the learning.

Objective: I can add 3 one-digit numbers by recognising number bonds/near bonds.

Dan threw 3 bean-bags. Each bag went in a bucket. More than one bag can go in a bucket.



- 1. What is the highest score Dan can get?
- 2. Find three ways to score 6.
- 3. Find three ways to score 9.
- 4. What other scores can Dan get?

Children's understanding is challenged by a problem that requires the employment of other additional skills as well as the application of the objective in question.

Objective: I can add whole numbers with more than 4 digits, including using formal written methods



Add these four digit numbers together using column method.

This task is allowing the children to practise a new method after as skill has been introduced. The concept is in place but the learning is instructional and 'on the surface".

Objective: I can add whole numbers with more than 4 digits, including using formal written methods



These five children have been playing a times tables game. Here are their scores:

Who has a combined score of exactly 62,188?

Children are developing their conceptual understanding. They can now use this new knowledge and skill and apply it in a purposeful context. This embeds the learning.

Objective: I can add whole numbers with more than 4 digits, including using formal written methods

Ravi has been practising his column addition but he has made some mistakes. What has he done incorrectly? Why was the mistake made? Can you explain this to Ravi? Write your response in your Maths book.

	3	2	5	6	1
+		7	6	3	5
	3	9	1	9	6

Finally, complete the calculation correctly.

Children's understanding is challenged by a problem that requires the employment of other additional skills as well as the application of the objective in question.

A bar model can be defined as a pictorial representation of a number in the form of bars or boxes used to solve number problems.

Bar models help us to attain an understanding of how a problem needs to be solved and calculated.



Bar Model Explained



What information can we get from this bar model?

Bar Model Explained

Jenny has read 85 pages of her book. The book has 120 pages. How many pages does she have left to read?



OR 85 + ? = 120 We can use the information that we know and place it into the bar model to help us visualise the question. A bar model can be defined as a pictorial representation of a number in the form of bars or boxes used to solve number problems.

Bar models help us to attain an understanding of how a problem needs to be solved and calculated.



12		
4	4	4

Part x number of parts = whole Number of parts x part = whole Whole ÷ part = number of parts Whole ÷ number of parts = part

- Quick fire quizzes
 Bar Model
 Odd and Even
 numbers
 Number bonds
 - Design your own word problem!

Whiteboards



Can order from Amazon or make your own with a plain piece of paper and a plastic wallet







	Odd	Not odd
Multiple of 3		
Not a multiple of 3		

Fill these numbers into the Carroll diagram, then add your own numbers.

7, 16, 21, 12, 25, 150, 76, 0, 34, 2, 129, 27, 66, 240

What is my rule? (One to plan before!)



Post-it notes!

Ordering

What is my symbol?

- Write down a range of numbers/ fractions/decimals
- Ask your child to order the numbers from smallest to largest



Number Families

Place Value

How many combinations can you find?





Roll or bust

- Take turns to roll a dice
- Keep track of the score cumulative
- If you roll a 6, you go bust! Back to 0.
- How high can you go?

Great for boosting mental calculation and mathematical fluency



Multiply me!

- Roll the dice
- Multiply the numbers

Roll and Round!

- Roll 3 dice to build a 3 digit number
- Round it to the nearest 10/100

Place Value War

- Roll enough dice to build a 2/3/4 digit number
- Arrange the digits to make the biggest number possible
- Partner repeats
- Compare your numbers largest wins!

Pack of cards

Pairs

- Turn cards over
- Take turns to find pairs
- If you don't find a pair, place the cards back face down.
- Keep your pairs once you've found them!

I Spy!

- Place the cards face up
- Pick two cards next to each other
- "I spy, with my little eye, two cards that add upto 10!"
- "I spy, with my little eye, two cards that have a product of 40!"

Great for Working



Place Value War

- Turn over enough cards to build a 2/3/4 digit number
- Arrange the digits to make the biggest number possible
- Partner repeats
- Compare your numbers largest wins! You get to keep all of the cards for that round!



Spend time exploring the resources and tasks laid out on tables. We are available to answer any questions you might have.

Thank you.



www.dovercourt.edu.sg

www.nordangliaeducation.com