Metella Road Public School

Parent Workshops

Early Stage One - Mathematics
Kindergarten

Mathematics involves engaging students in concepts of numeracy. Students challenge, access, analyse and evaluate information from a variety of sources to maximise their individual capabilities for lifelong learning.

Looks like:
- hands on/ co-operative
- investigations
- discovery learning
- reflection on concepts
- differentiated
- quality assessment and reporting
Monitoring and Assessing Student Skills at MRPS

- Best Start
- Teacher observations
- Structured assessment tasks
- Parent Teacher Meeting
- Reports to parents – twice a year
Resources to Support Mathematics

- Numeracy Continuum
- Computers
  - interactive websites
- Ipads
- Envision digital component
- Extension activities
- Differentiated learning task cards
- Previous programming games e.g. Count Me In Too games
- Well resourced to support hands on learning.
The Australian Curriculum

• 2013 schools will continue to use the current syllabus while starting to make changes.

• EnVision maths (Pearsons)
  - Topic-driven programs aligned with the Australian Curriculum.
  - Combines powerful visual learning strategies that make meaningful connections between maths ideas.
  - Digital teaching and learning tools.
  - Differentiated teaching and learning strategies to improve students' learning.
Teaching Maths at MRPS ES1
Current NSW K-6 Mathematics syllabus includes strands:

- **Number**: Students count to 30, ordinal numbers, use concrete materials to model the operations.
- **Patterns and Algebra**: Recognise, describe, create and continue repeating shape and number patterns that increase or decrease.
- **Space and Geometry**: Identify and name 2D and 3D shapes, describe position and follow simple directions.
Syllabus strands cont...

• Data: Collect, organise and interpret data about students and their environment.
• Measurement: Describes and compares length and area, compares capacity, mass and volume. Sequences events and duration of activities.
How Can I Help at Home?

Children can learn Mathematic concepts while doing everyday activities. Some ideas on how you can help include:

- counting objects
- looking for numbers in the environment
- talking about fractions when you slice food
- looking for objects that are longer or shorter than an object
- discussing the sequence of events in the day
- discussing the day of the week that certain events occur
- identifying the shapes of items,
- looking at and talking about money and playing board games

These easy activities can help your child to learn while getting quality time!
Great Mathematics Websites!

- Topmarks – http://www.topmarks.co.uk/Search.aspx?Subject=16
Great Mathematics Apps!

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<thead>
<tr>
<th>App</th>
<th>Grade</th>
<th>Description</th>
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<tbody>
<tr>
<td>ShowMe</td>
<td>Years K-6-Dependent of task</td>
<td>Students can record their work and then present it to the class for constructive feedback. For example, students learning to use open number lines can record their work (in writing and verbally) and then share on the IWB. The other students can then discuss different strategies etc.</td>
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<tr>
<td>Google Earth</td>
<td>Years 1-6</td>
<td>Google Earth is great for teaching concepts of location. It is also a very good tool for exploration 3D space - try looking for the pyramids at Giza, or the Pentagon building in the US.</td>
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<tr>
<td>Lifelike Clock Lite</td>
<td>Years 1-6</td>
<td>This clock app is useful for exploring time concepts (analogue only in the free version) as well as temperatures.</td>
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<tr>
<td>App Name</td>
<td>Details</td>
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<td><strong>Concentration Years: K-6</strong></td>
<td>It is basically a game of concentration, however, players can change the content. The app covers a range of content in number starting at subitising, all the way through to equivalent fractions. Very useful for building fluency.</td>
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<tr>
<td><strong>Digiicubes Years: K-1</strong></td>
<td>Digiicubes is a nice app that is based on number ideas. The app involves manipulating squares. When the squares are joined, they change colour according to the colours used in Cuisenaire Rods. The app allows early learners to explore number facts and number patterns.</td>
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<td><strong>Friends of ten Years: K-2</strong></td>
<td>This app uses a visual of a ten frame and counters. The app can be used as the teacher to demonstrate 'friends of ten' or can be used by the students to practice.</td>
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| Math Vs Zombies Years: K-6  
This app has a video game feel about it, which students would love. It requires the user to answer simple addition and subtraction questions in order to gain points. The focus is on speed, so this app is a good way to build fluency in addition and subtraction. |
|---|
| Math Doddles Years: K-6  
The app includes three separate puzzles - Sums Stacker, Connect sums and unknown square. This app is highly recommended for the mathematical content and the potential to address all of the Working Mathematically strands. |
| Pattern Blocks Years: K-6  
This app replicates the standard pattern block set with the addition of two extra shapes. The app provides the option of using a triangular, square or no grid as a background. Users simply drag shapes onto the grid. Shapes can also be layered which allows for exploration of fraction concepts as well as shape and tessellation. |
| Bee-Bot Years: K-2  
This app replicates the Bee-Bot robot and requires the users to move from one position to another specific position on a small grid, using forward, backward, left and right arrows to program the Bee-Bot. Great for practicing the language of position. |
Thank You For Coming

Questions and resources

time

Please complete the survey.
Thank You For Coming

Please feel free to ask questions and play with the resources