

CHIJKELLOCK



PRIMARY 1 MATHEMATICS



A Christ-centred learning community where every child will develop her unique giftedness to lead and make a difference.

BRIEFING OUTLINE

1. Teaching & Learning Approach

2. School-Based Curriculum & Programme



TEACHING AND LEARNING APPROACH

Learning Experience

- Designed to inculcate active learning
- Understand mathematical concepts
- Acquire skills for everyday use
- Foster a greater interest in Math
- The learning experiences include:
 - Hands-on Activities
 - Show and Say
 - Pair and Share
 - Play and Learn



TEACHING AND LEARNING APPROACH



SCHOOL-BASED CURRICULUM & PROGRAMME

- **Math Alive**
- **Speed Challenge**
- **Problem Solving Package (PSP)**
- **Introduction to Sudoku**
- **Play with Tangrams**
- **Remedial**



SCHOOL-BASED CURRICULUM & PROGRAMME

Math Alive

- **Aim:** To engage students in authentic tasks to explore mathematics concepts and ideas beyond the classroom.



SCHOOL-BASED CURRICULUM & PROGRAMME

Math Alive



S/N	No. of Stars	Tasks	Date completed	Parent's Signature	Teacher's Signature
1	★	Take 5 pictures of the things around you that have numbers. Paste the pictures on a piece of paper.			

- **Task:**

Each student is to complete 3 compulsory tasks.

Students who complete 10 stars will get a

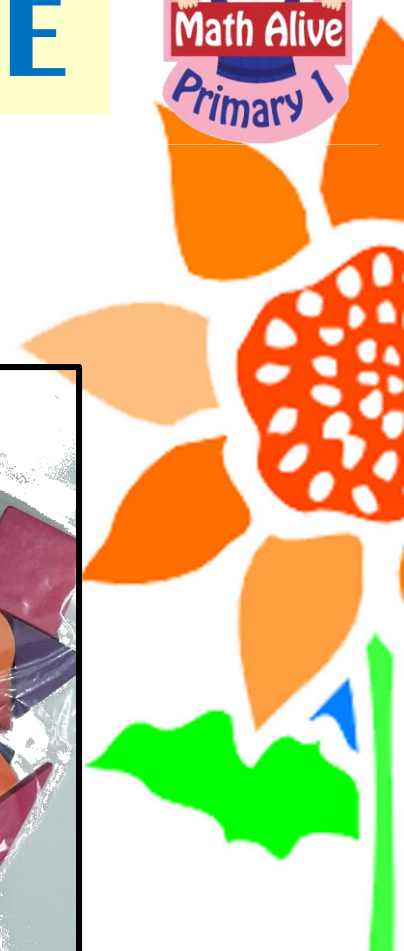
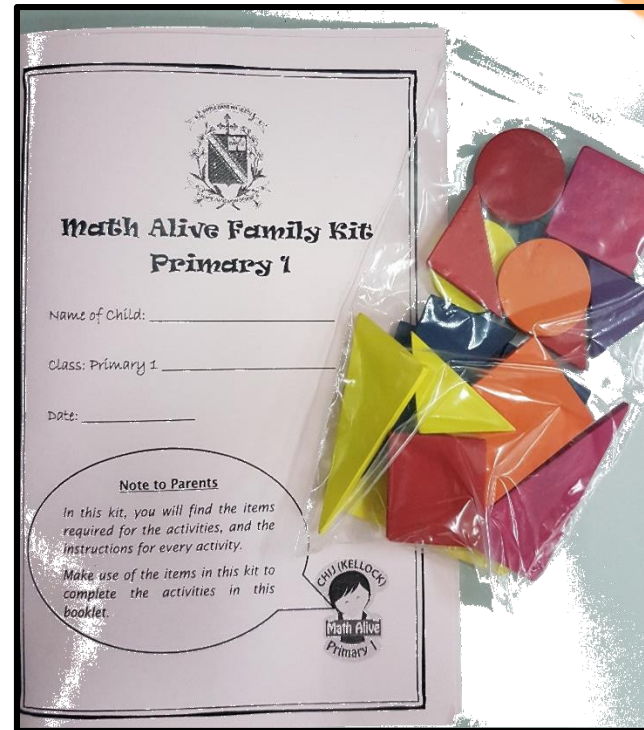
Math Alive badge.



SCHOOL-BASED CURRICULUM & PROGRAMME

Math Alive Family Kit

- Home-School Partnership
- Inculcate active Mathematics learning
- Discover that Math is applicable in every day activities and make sense of what they learn



SCHOOL-BASED CURRICULUM

Speed Challenge

Objective:

To provide opportunity for students to ...

→ develop speed, accuracy and confidence in the recall of the basic facts

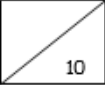
CHIJK KELLOCK
SPEED CHALLENGE
(Term 2)


Name : _____ () Class : P 2 _____

1.	17 + 10 =	
2.	71 + 38 =	
3.	123 + 22 =	
4.	341 + 35 =	
5.	177 + 24 =	
6.	657 - 5 =	
7.	87 - 16 =	
8.	72 - 19 =	
9.	164 - 38 =	
10.	724 - 103 =	

Speed Challenge 13

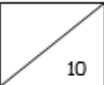
Date : _____

Your score : 



Speed Challenge 14

Date: _____

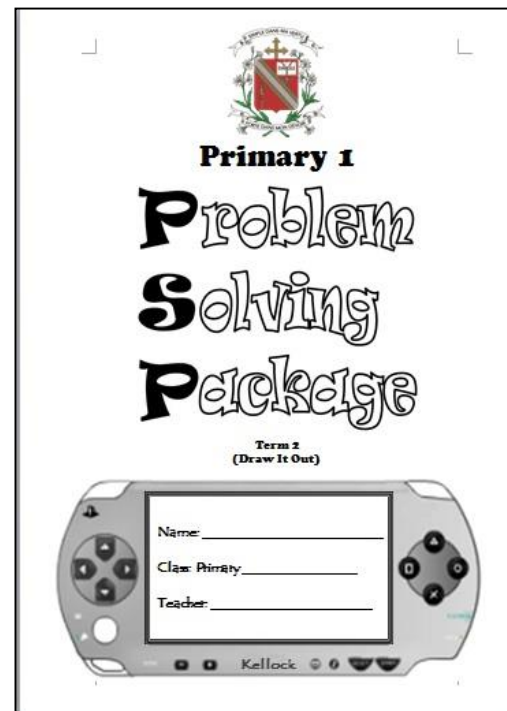
Your score : 

1.		is 10 more than 27
2.		is 10 more than 64
3.		is 10 more than 92
4.		is 10 more than 286
5.		is 10 more than 395
6.		is 10 less than 66
7.		is 10 less than 96
8.		is 10 less than 105
9.		is 10 less than 441
10.		is 10 less than 502

SCHOOL-BASED CURRICULUM & PROGRAMME

Problem-Solving Package (PSP)

- **Aim:** To equip students with various thinking skills and heuristics to help them solve mathematical problems.



SCHOOL-BASED CURRICULUM & PROGRAMME

Problem-Solving Package (PSP)

- Approach: The use of UPER framework to scaffold students' thinking process to problem solving.

Understand

Plan

Execute

Review



SCHOOL-BASED CURRICULUM & PROGRAMME

Problem-Solving Package (PSP)

1. Max is standing in a line with other children at the bookshop. He is 3rd from the front and 5th from the back. How many children are there in the line?

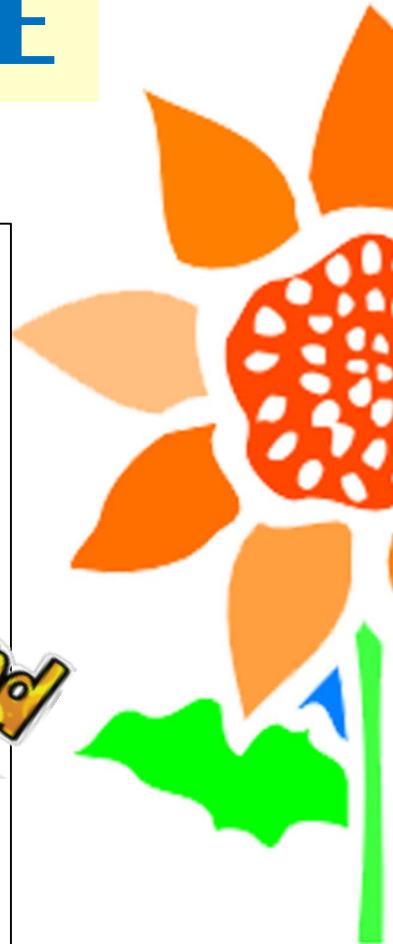


Understand the problem

Let us first understand the story sum!

<input type="checkbox"/> Which position is Max from the front?	:	<u>3rd</u>
<input type="checkbox"/> Which position is Max from the back?	:	<u>5th</u>
<input type="checkbox"/> I need to find the number of ...?	:	<u> </u>

Understand



SCHOOL-BASED CURRICULUM & PROGRAMME

Problem-Solving Package (PSP)

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Which strategy do I use:

<input checked="" type="checkbox"/> Draw it out	<input type="checkbox"/> Look for a pattern
<input type="checkbox"/> Draw a model	<input type="checkbox"/> Guess and check/ Make a supposition
<input type="checkbox"/> Make a list	<input type="checkbox"/> Work backwards

PLAN



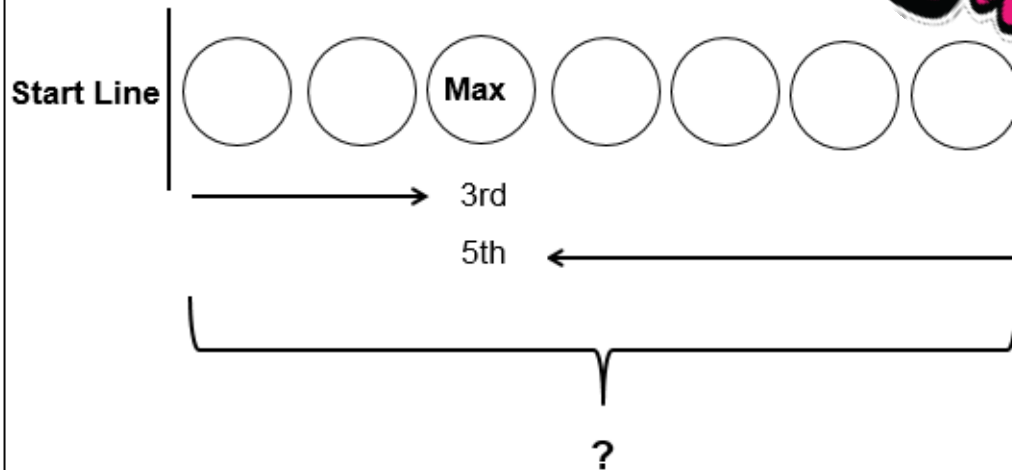
SCHOOL-BASED CURRICULUM & PROGRAMME

Problem-Solving Package (PSP)



Execute

Let's execute my plan and solve the question!



There are 7 children in the line.

Ans: 7 children

Execute



SCHOOL-BASED CURRICULUM & PROGRAMME

Problem-Solving Package (PSP)



Review

My Claim

- Is my answer correct?

My Evidence

- Have I written the numbers and drawn correctly?
- How do I know that my answer make sense?

I have checked that Max is 3rd from the front and 5th from the back.

My Confirmation

- I have gotten the right answer after my review.



REVIEW



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Problem-Solving Package (PSP)

PSP Strategies for P1

- Draw it Out
- Look for a Pattern
- Work Backwards

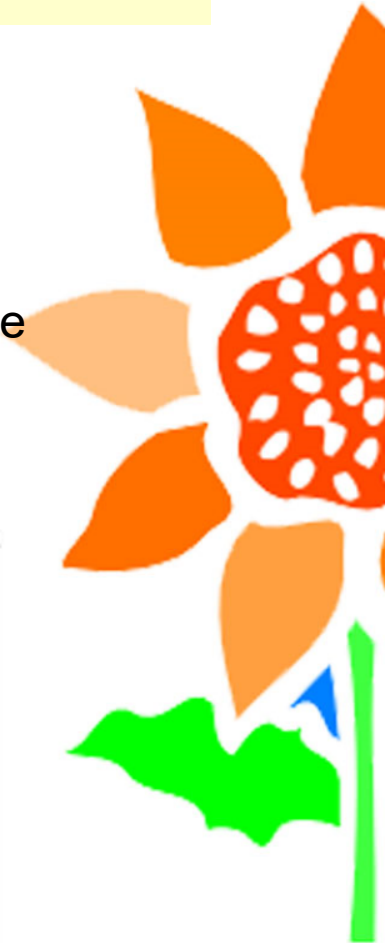


JOY of LEARNING

- Introduction to Sudoku
- Sudoku is a game of logic, problem solving and spotting patterns. It is a “brain game” that helps stimulate one’s cognitive ability.
- It gives a sense of accomplishment when the puzzle is solved which excites the players.

Learning outcomes:

- Enthuse pupils to enjoy math
- Improve number skills
- Be confident
- Discover



JOY of LEARNING

- **Play with Tangrams**

- Tangrams are used to develop problem-solving and logical thinking skills, visual-spatial awareness, creativity and many mathematical concepts such as congruency, symmetry, area, perimeter, and geometry.
- It is fun, interesting and meaningful as it promotes open-ended explorations. Students get to explore hands-on.

Learning outcomes:

- Encourage exploration of purpose
- Develop visual-spatial awareness
- Be creative
- Learn mathematical concepts through play



Thank you!

