



As part of The Primary Mathematics Specialist Teacher Initiative, our class has been following a slightly different sequence of learning. Our mathematics lessons have had a strong focus on reasoning and explaining our thinking to others so that they can understand the different ways problems can be solved.

A set of alternate activities more closely aligned to our class's recent learning has been developed and is included in the following slides. Students are encouraged to complete some maths learning everyday and are able to choose from the stage maths slides, class slides or complete a combination from both.



Please note the Friday challenge is designed to make students think and get sweaty brains through productive struggle. It is not an activity that they will be able to complete quickly, but



Session 2

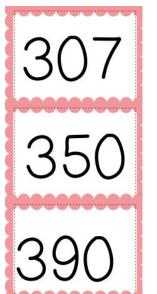
Maths 12:20-1:20

6th September 2021

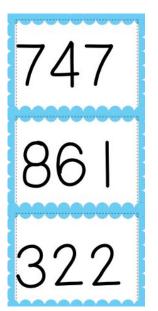


Monday - Maths Warm Up

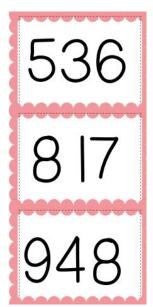
For each of these numbers write the number 11 before and 11 after.

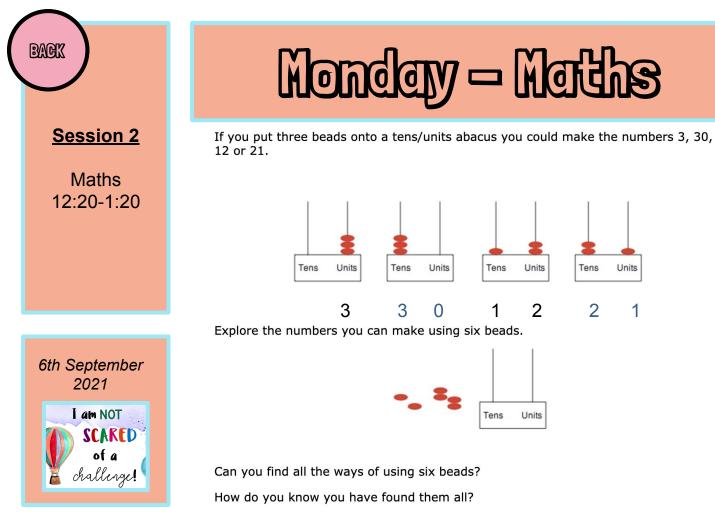


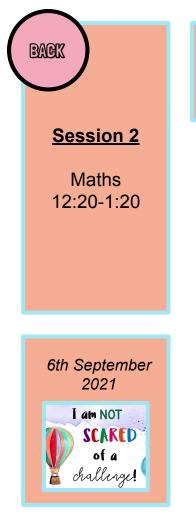
For each of these numbers write the number 150 before and 150 after.



For each of these numbers write the number 9 before and 9 after.





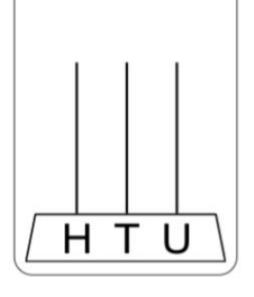


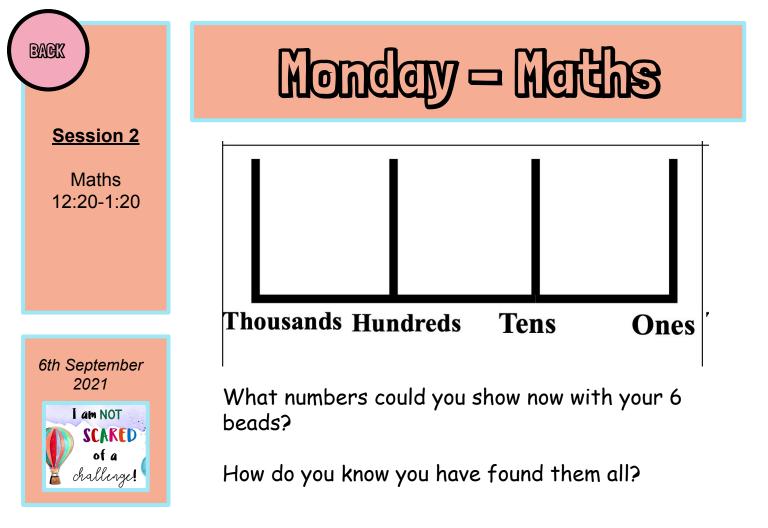
Monday - Maths

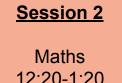
What numbers could you show now with your 6 beads?

How do you know you have found them all?

Can you see any patterns when you compare these numbers to the ones on the tens and ones abacus?







BACK

Monday - Maths Optional Came

Find a partner and a 1-6 dice, or preferably a 0-9 dice if you have one. Each of you draw a set of four boxes like this:





Game 1

Take turns to throw the dice and decide which of your four cells to fill. Do this four times each until all your cells are full. Whoever has the largest four digit number wins.

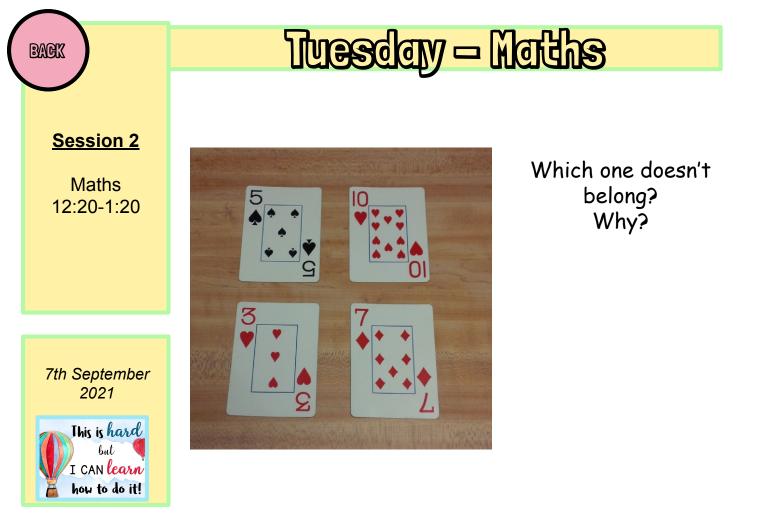
There are two possible scoring systems:

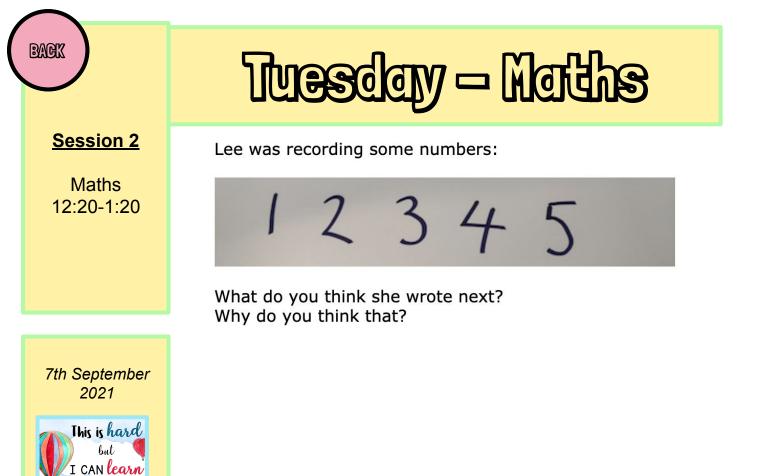
- A point for a win. The first person to reach 10 wins the game
- Work out the difference between the two four-digit numbers after each round.

The winner keeps this score. First to 10000 wins.

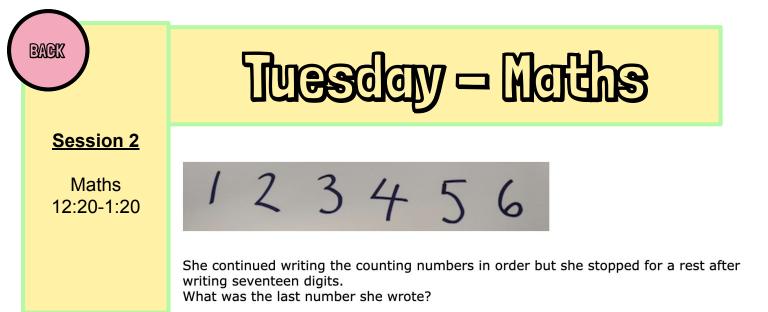
6th September 2021







how to do it!

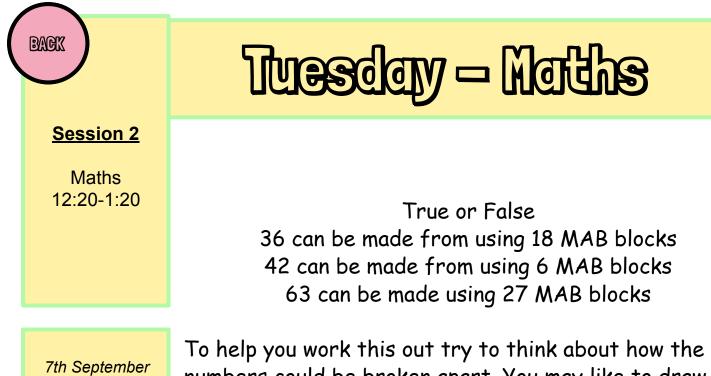


7th September 2021



She carried on until she got all the way up to the number 20. How many digits has she written altogether now?

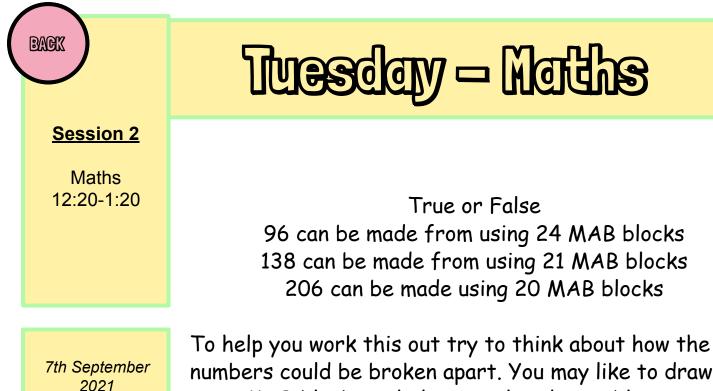
Can you find a way to work this out without writing the counting numbers yourself?



2021 2021



To help you work this out try to think about how the numbers could be broken apart. You may like to draw some MAB blocks to help you solve the problem as well.





numbers could be broken apart. You may like to draw some MAB blocks to help you solve the problem as well. BARK

Session 2

Maths 12:20-1:20

7th September 2021



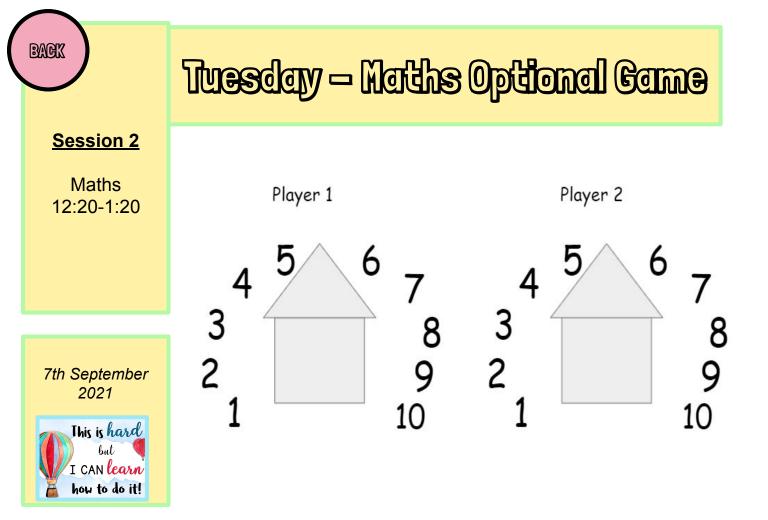
Tuesday - Maths Optional Game

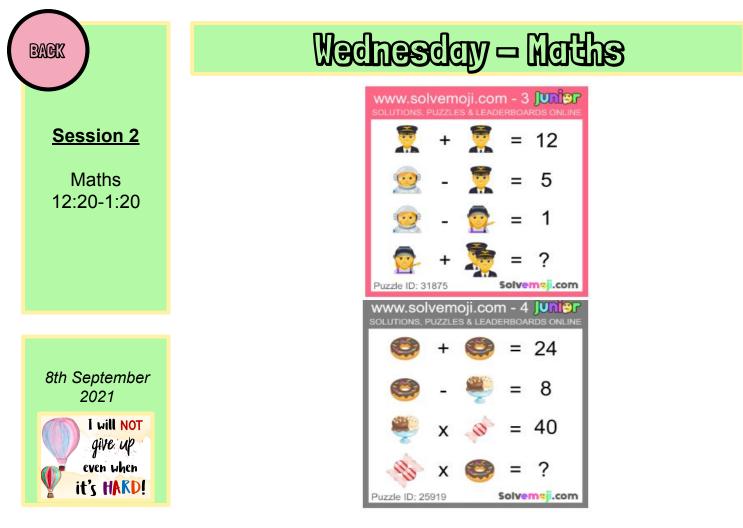
Around the House Game:

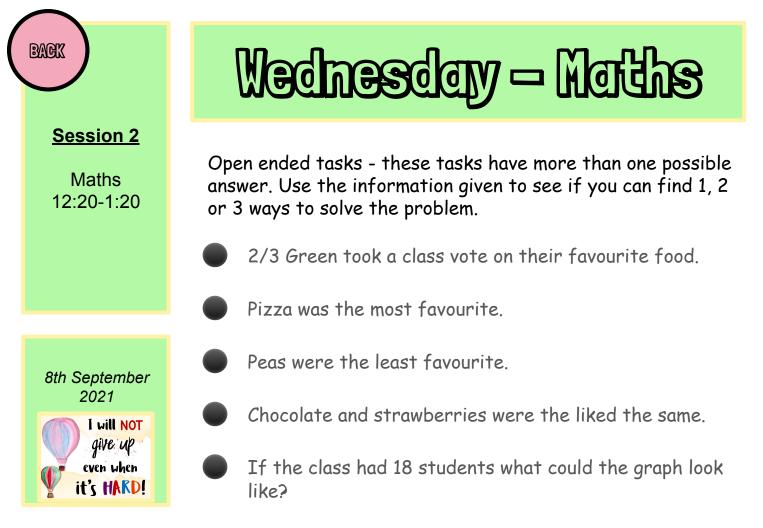
Using 2 or 3 dice students roll and need to create number sentences that equal 1 to 10 in order. Students work their way around the house beginning at 1 and ending at 10. Once they can no longer use the digits rolled on their turn it becomes the other players turn. First student to cross out all numbers in order with correct number sentences is the winner. EG: I roll a 2, 3 and 4.

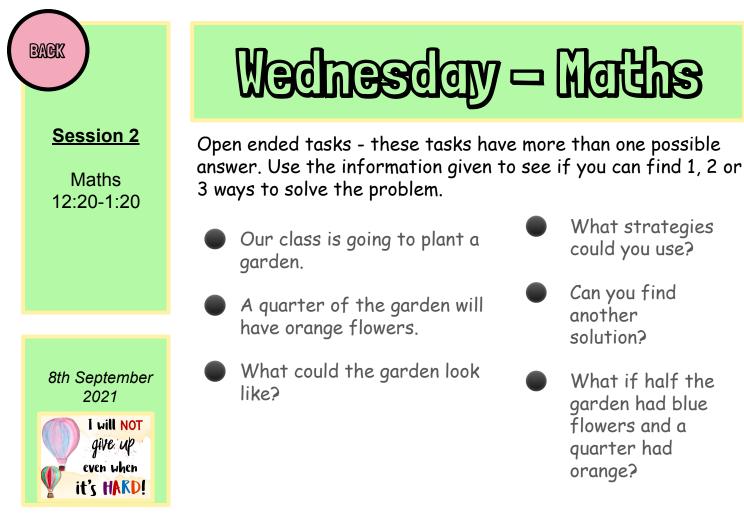
- 3 2 = 1 so I can cross 1 off 4 - 2 = 2
 - so I can cross 2 off
- 4 + 2 3 = 3 so I can cross 3 off
- 3 2 = 1: 1 x 4 = 4 so 1 can cross 4 off etc.

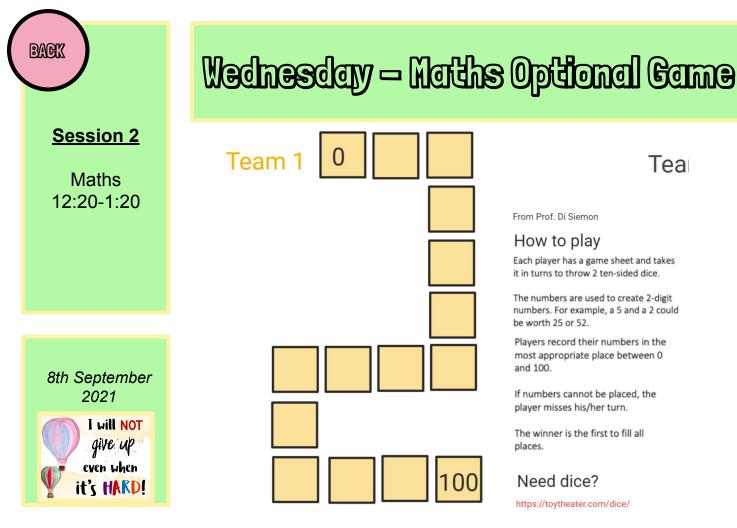
You must cross the numbers off in order!

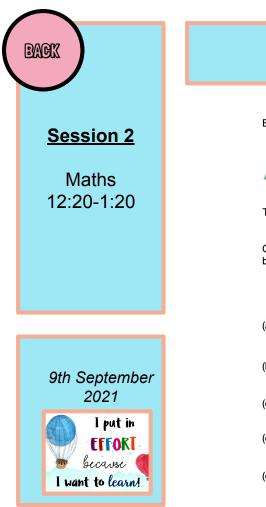












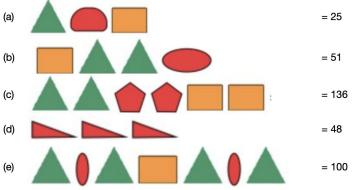
Thursday - Naths

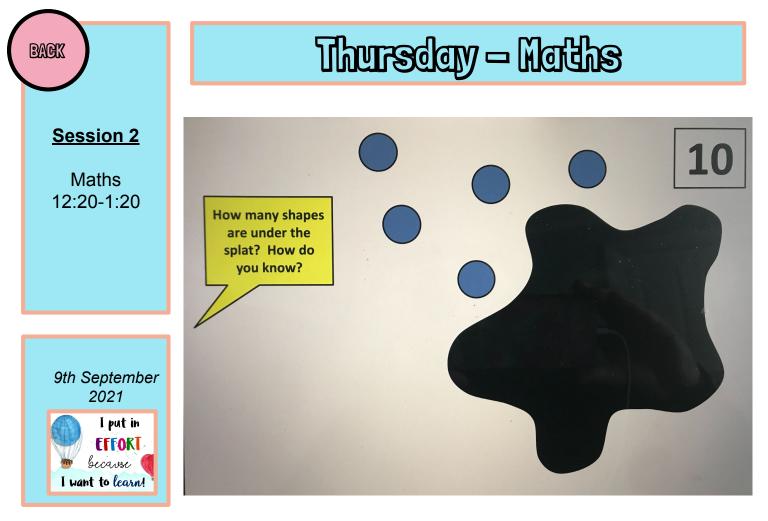
Each of the following shapes has a value:

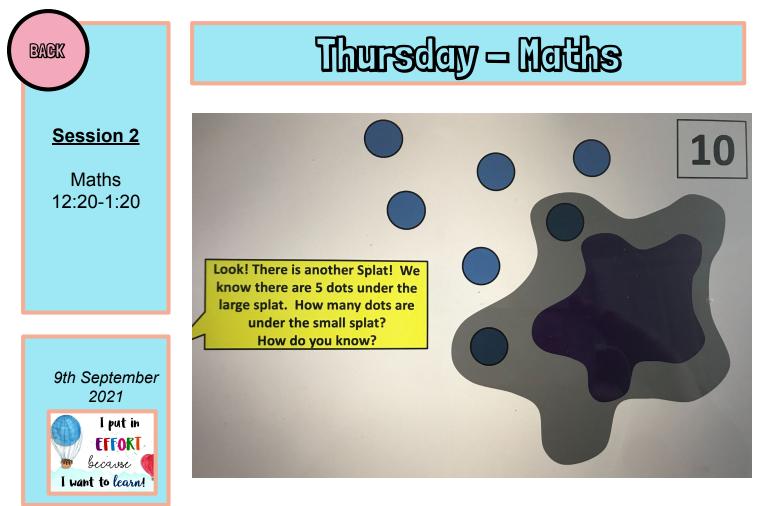


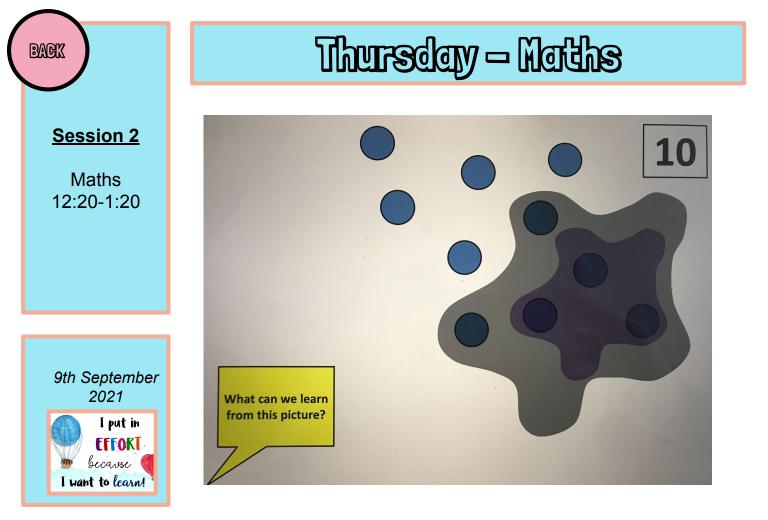
The value of the red shapes changes in each of the following problems.

Can you discover its value in each problem below, if the values of the shapes are being added together?







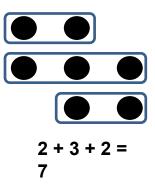


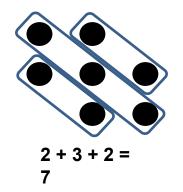
You are about to see a large group of dots.

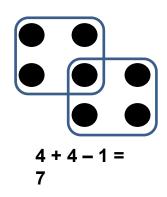
Find as many ways as you can to show how you know what the total is.

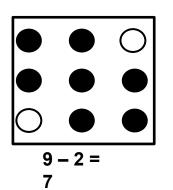
Here is an example.

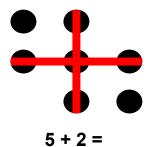
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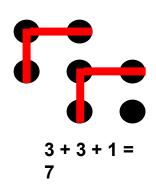


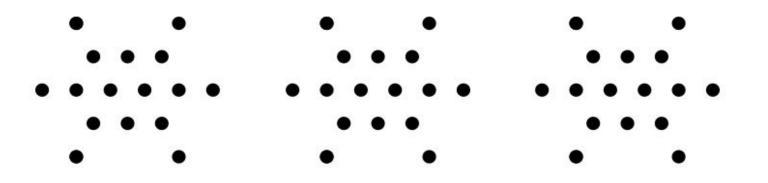


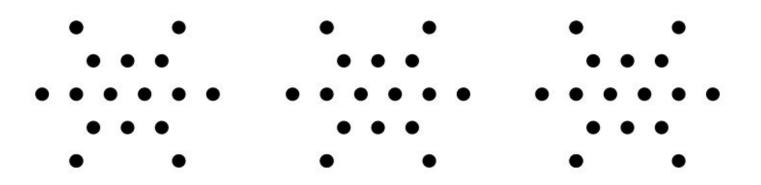












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Session 2

Maths 12:20-1:20

Thursday - Naths Optional Game

<u>First to 24</u>

Students play in pairs.

They take turns to put down 1, 2 or 3 counters (in sequential order - Player 1 Player 2 - 1, 2, 3, 4, 5, 6 etc). The player who puts a counter on 24 first is the

winner.

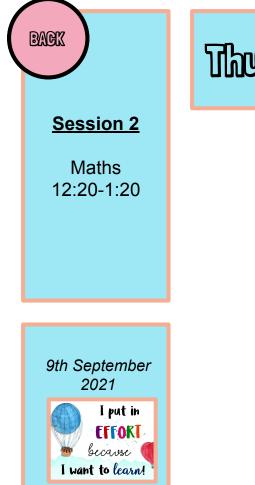


Possible questions to explore;

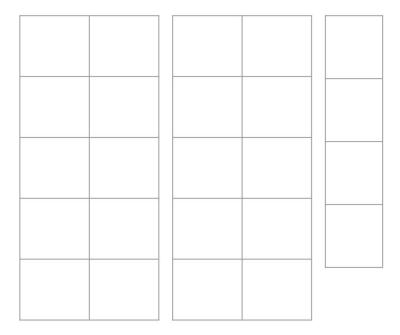
Is there a way to always win? (don't go first and play multiples of 4)

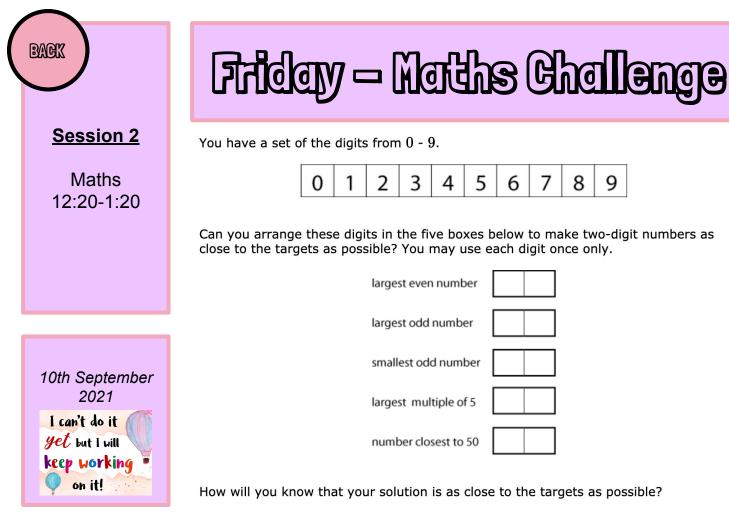
Can you stop someone from winning if they know the strategy?

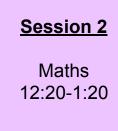
Does this still work if you start at 24 and take away? What if the number was changed to first to 26?



Thursday - Naths Optional Came







BACK

Fridary - Maths Challenge

So, we have many possible solutions to this challenge. How do we judge which solution is 'best'?

Well, we could decide that 'best' means as near as possible to the ideal number which has each property. So, the ideals would be 98, 97, 13, 95 and 50 if we decide that zero can only be in the ones column. One way to judge how close a solution is to the ideal might be to work out the difference between the ideal number and the one you have. So, for example: 98, 75, 13, 60, 42 could be the answers you came up with.

- 10th September 2021 I can't do it *yel* but I will keep working on it!
- 98 is ideal, therefore, the difference is zero.
- 75 is twenty-two away from the ideal 97.
- 13 is the ideal.
- 60 is thirty-five away from the ideal.
- 42 is eight away.
- So, we could say that in total, the difference is sixty-five.

Is there a solution that is closer if we use this way of judging how good solutions are? How close was your solution?