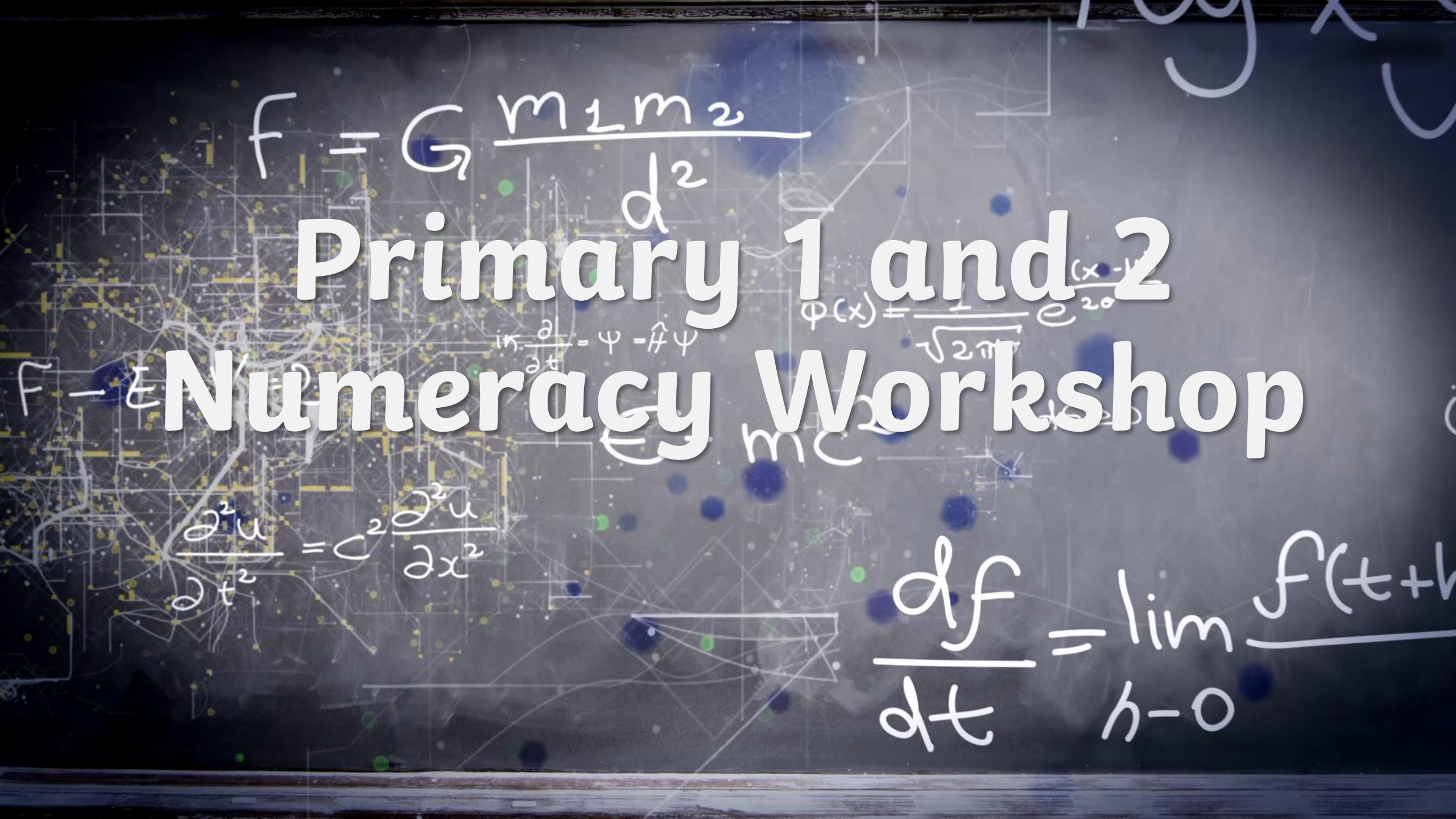
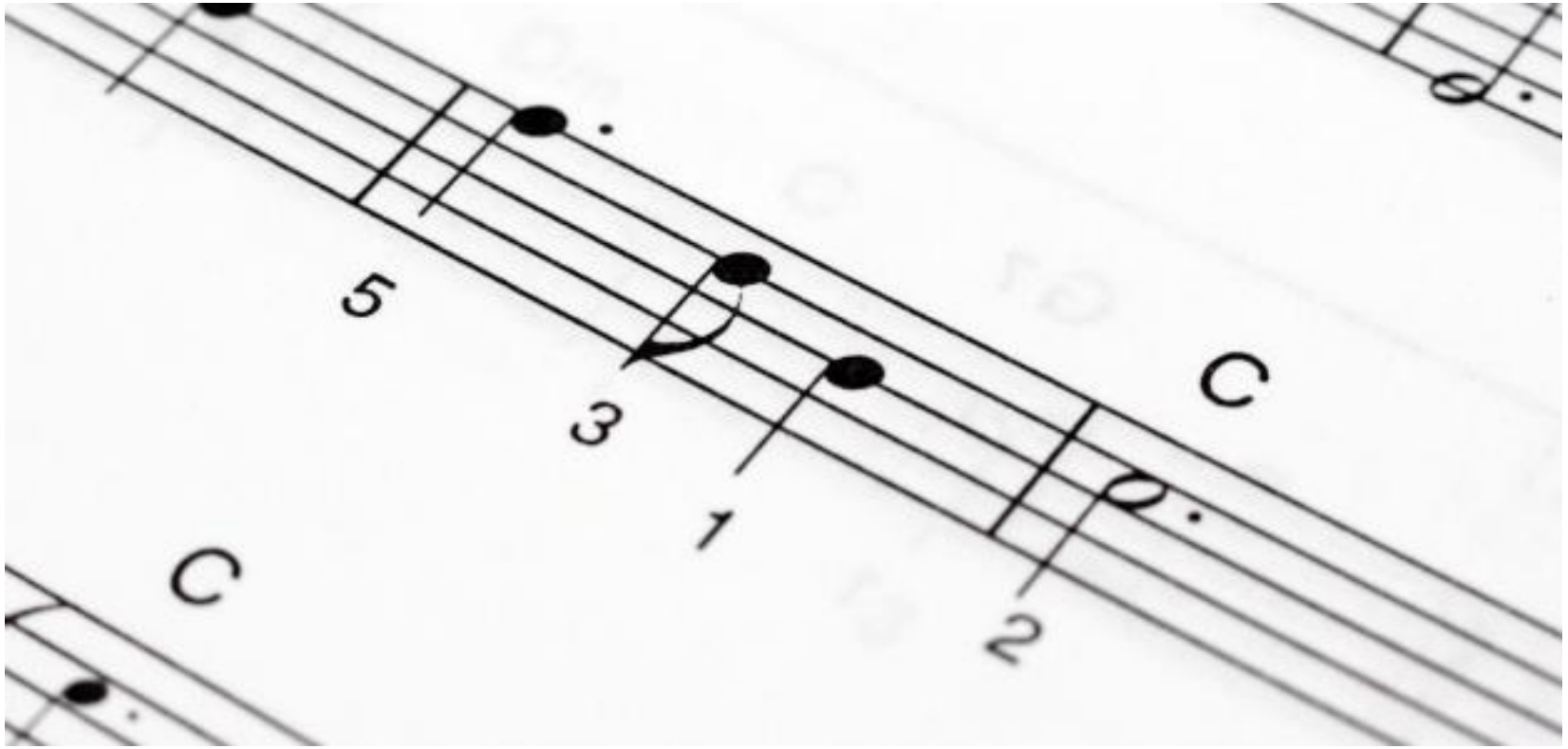

Primary 1 and 2
Numeracy Workshop

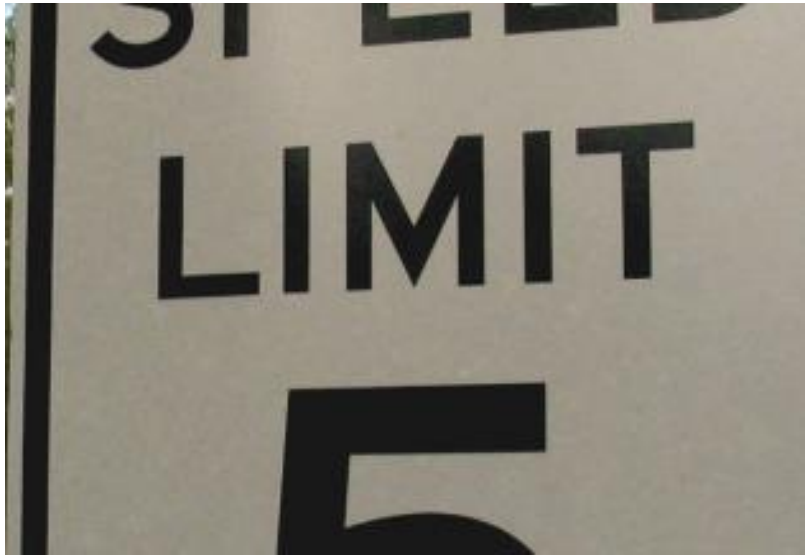
Aims

- To briefly look at the current teaching of numeracy and mathematics in school
- To explain some of the resources that are used in school
- To demonstrate ways you can help at home

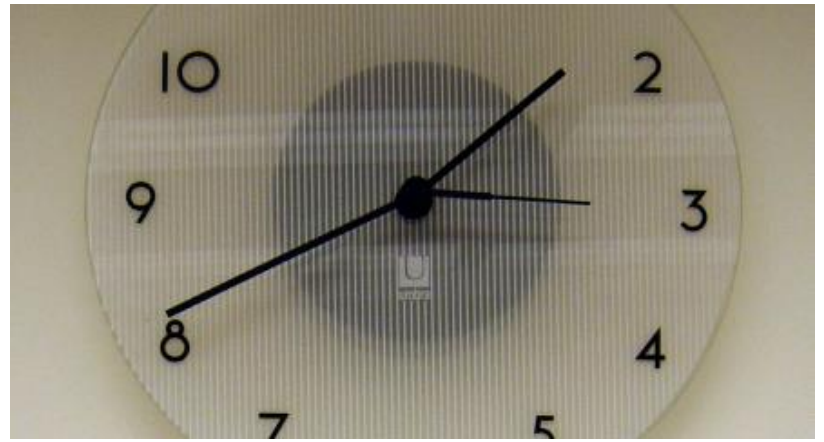

5
3
1
2
C
C

Mon.-Fri. 9:00-6:30
Sat. 10:00-6:00
Sun. 11:00-5:00

Mint Chocolicious
BAILEYS
MINT CHOCOLATE
Go-Ahead
PVL401

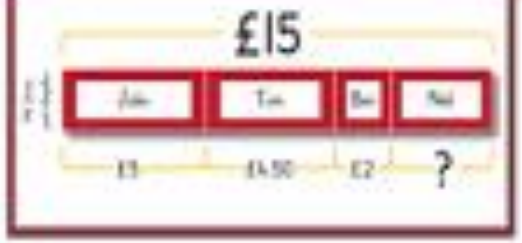

LIMIT
5

60
40
20
0
220
240
260
km/h
140
160
MPH
A
053131


10
2
9
3
8
4
7
5

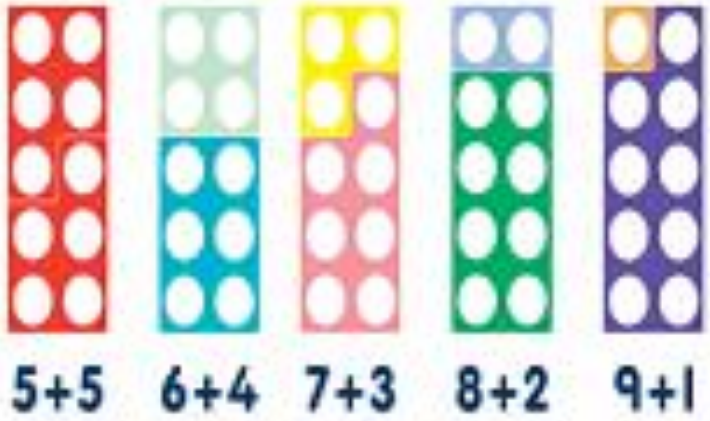
Concrete

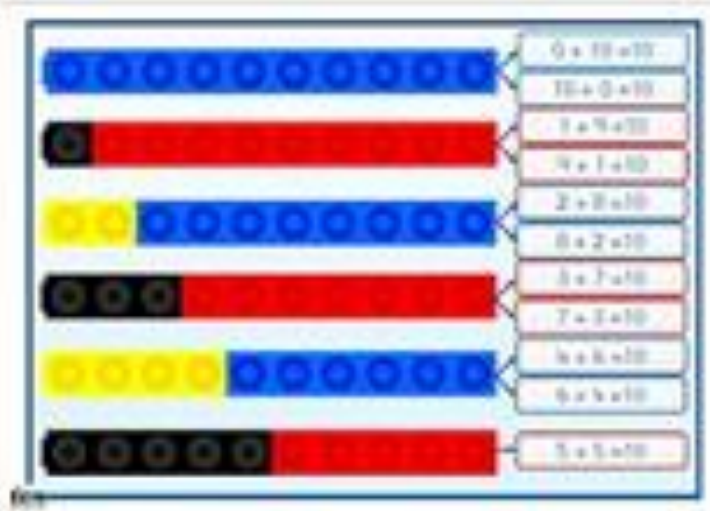
Pictorial



Abstract

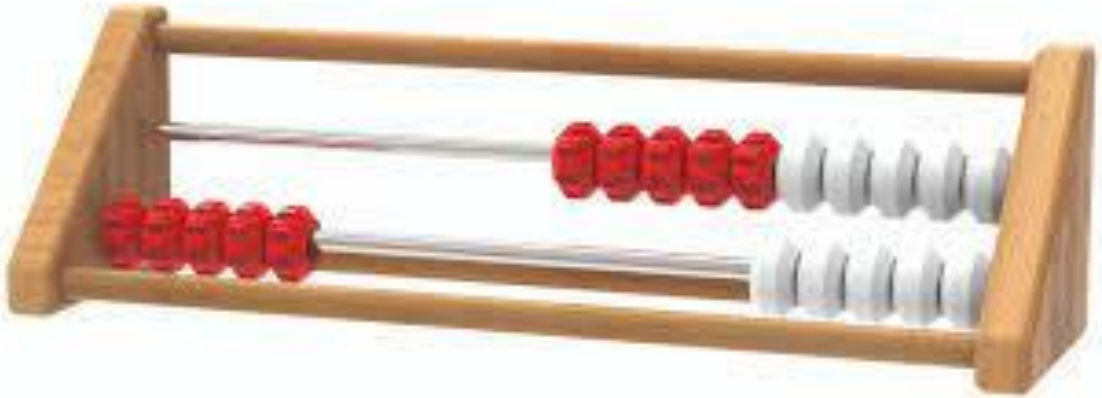
2+2=4

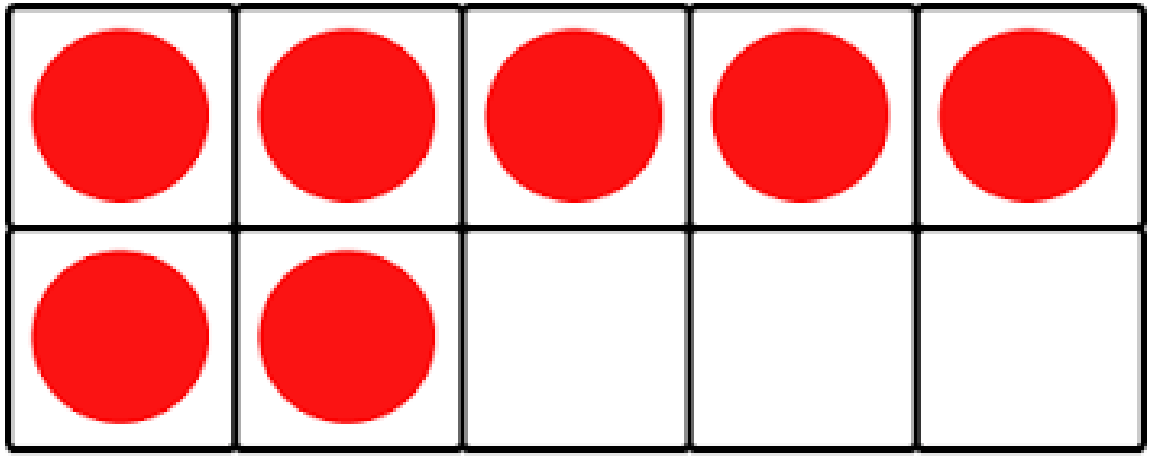




10 + 0 = 10
9 + 1 = 10
8 + 2 = 10
7 + 3 = 10
6 + 4 = 10
5 + 5 = 10
4 + 6 = 10
3 + 7 = 10
2 + 8 = 10
1 + 9 = 10
0 + 10 =10

4 + 6 = 10





- Counting forward and backwards
- Numeral recognition
- Number after/before

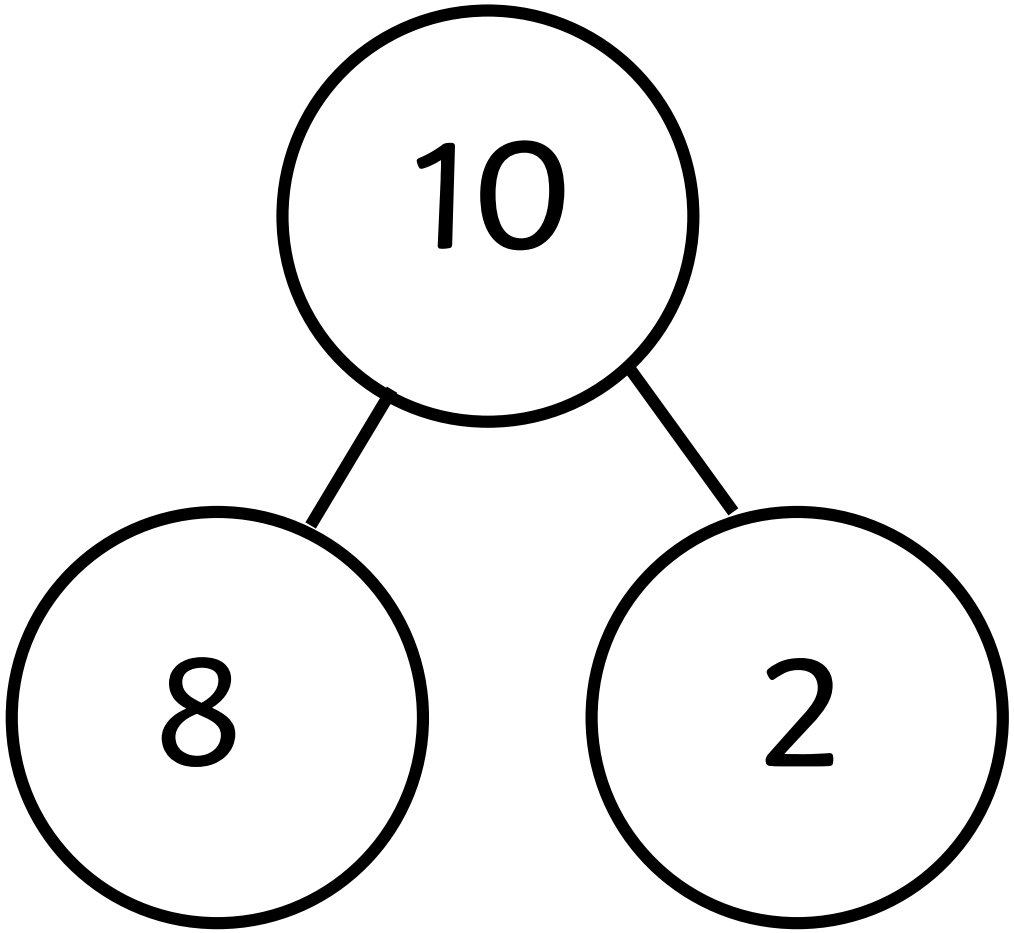
- How many beats?
- Can you copy the claps?
- 1 to 1 correspondence
- Gross movement activities

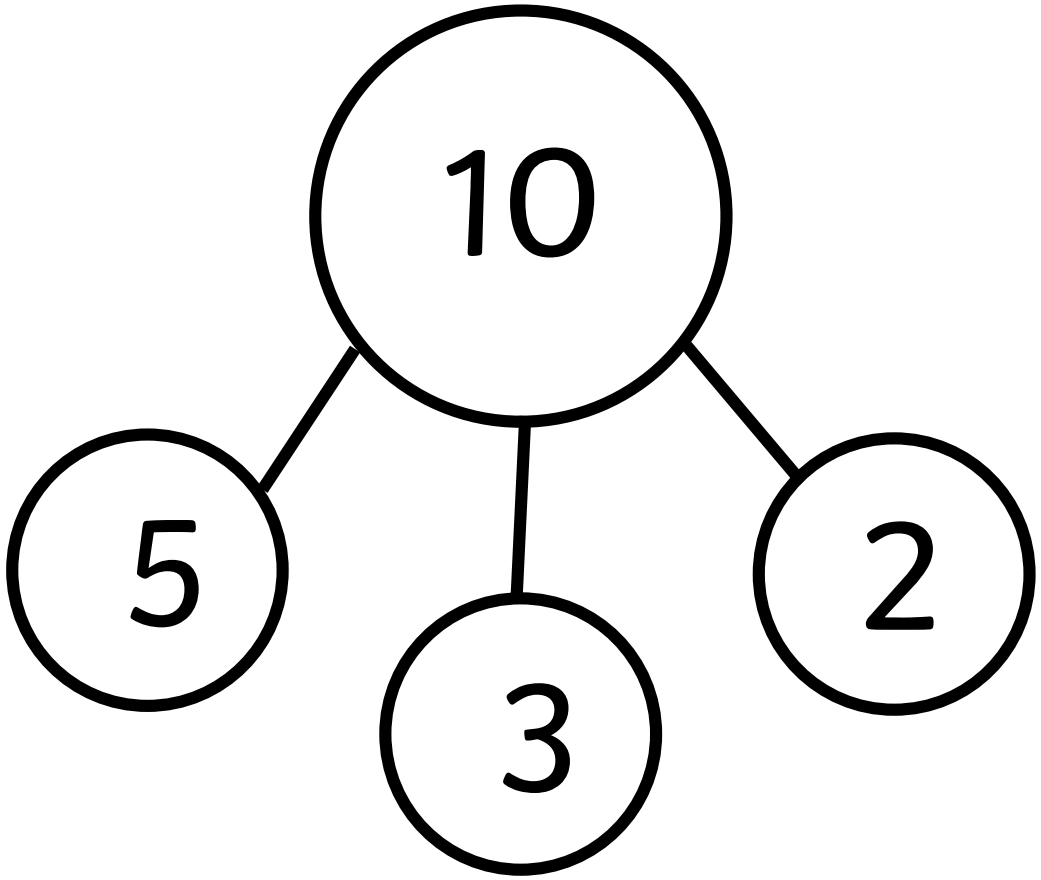
- Subitising
- Ten frames – five wise and pair wise
- Arrays
- Sharing equally/grouping

Place value – tens and ones

52

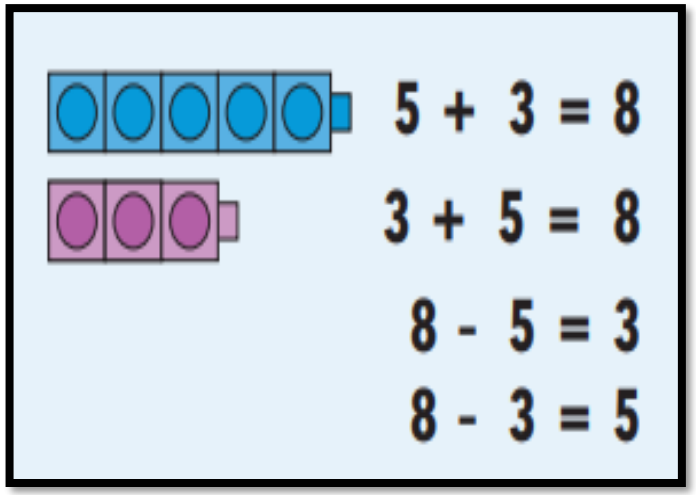
Part-Part Whole

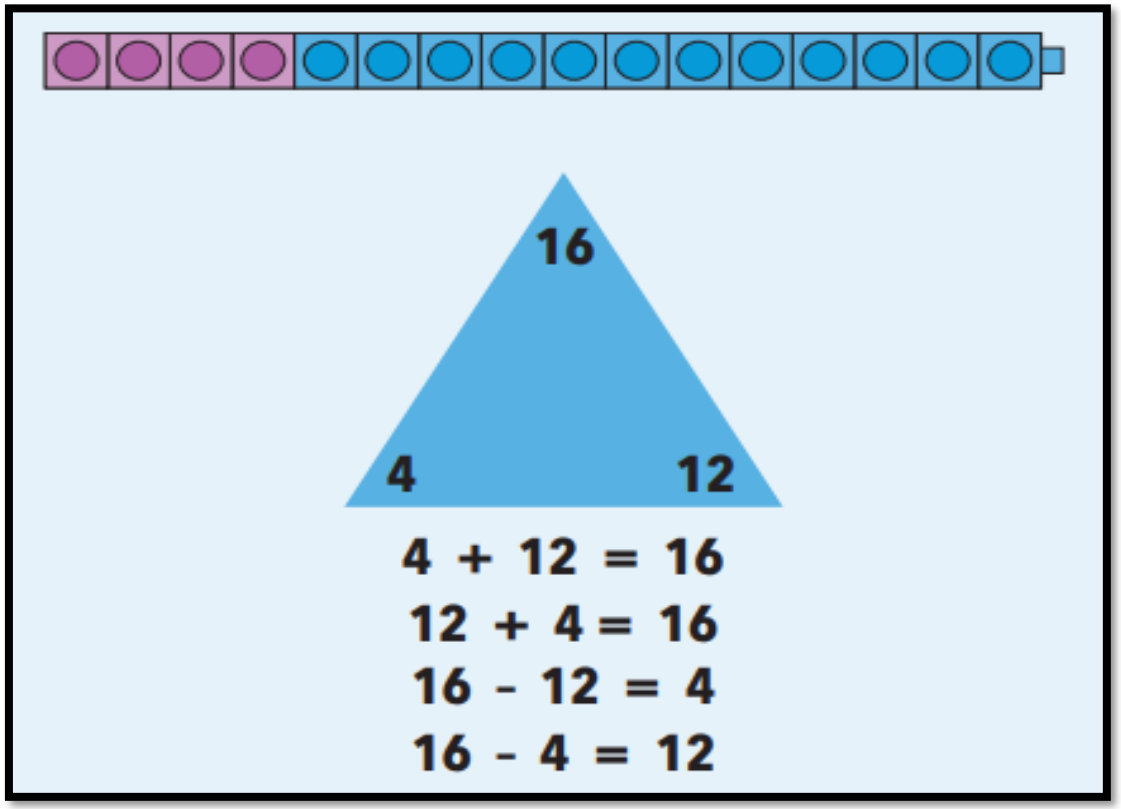




Fact Families

Learners should be able to mentally subtract for all number combinations within 10





Adding and Subtracting

Wonder Doubles

5+6

Double 5 and add one more
or double 6 and subtract one

5 + 5 + 1 = 11

6 + 6 – 1 = 11

- 14 + 15 = double 14 and add 1 or double 15 and subtract 1
- 30 + 29 = double 30 and subtract 1
- 18 + 16 = double 18 and subtract 2 or double 16 and add 2.

Wonder Woman knows her doubles and this helps her to add and subtract quickly

POW! Doubles/Near Doubles Strategy

Flash Through Ten

7 + 3 + 3 = 13

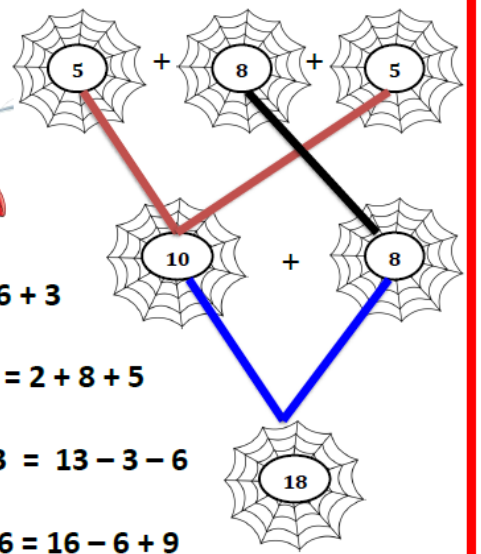
⚡6 + 7 = 6 + 4 + 3

⚡23 – 8 = 23 – 3 – 5

Flash knows when a number is close to ten or is a multiple of ten. This makes it easy for him to add and subtract.

BAM! Bridging Through Ten

Spider-Man Shuffle



3 + 6 = 6 + 3

2 + 5 + 8 = 2 + 8 + 5

13 - 6 – 3 = 13 – 3 – 6

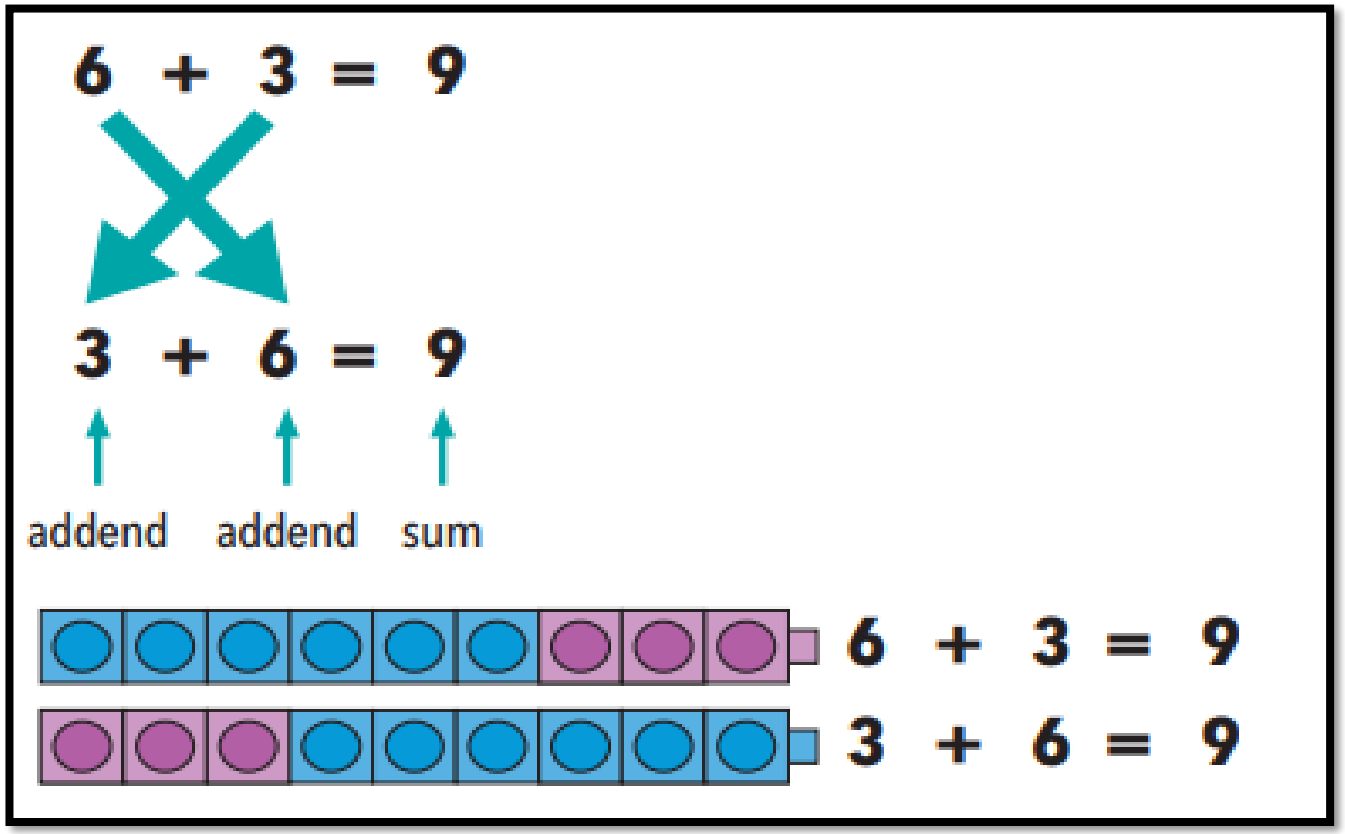
16 + 9 – 6 = 16 – 6 + 9

7 + 2 + 3 + 5 + 8 = 10 + 10 + 5 = 25

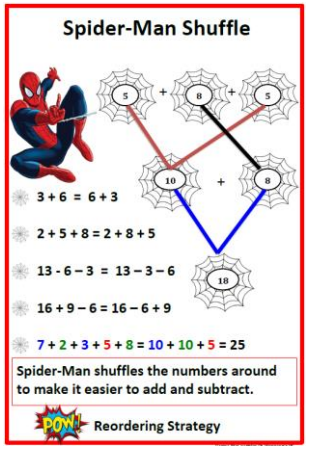
Spider-Man shuffles the numbers around to make it easier to add and subtract.

POW! Reordering Strategy

Spiderman Shuffle - Re-ordering



Learners are encouraged to put the 'big' number first. They should have instant recall of number bonds within 10.



6+3 = 9 **3+6 = 9**

Hulk Breaks Apart

20 + 38
= 20 + 30 + 8
= 50 + 8
= 58

68 – 30 = 60 – 30 + 8

35 + 14 = 30 + 5 + 10 + 4
= 30 + 10 + 5 + 4
= 49

The Hulk can break numbers into tens and ones. This helps him to add and subtract.

Partitioning Strategy

Superman Quick Change

33 + 18 → +2 → 20
33 + 20 = 53
53 - 2 = 51

34 + 9 = round the 9 up to 10 by adding 1
34 + 10 = 44
Subtract the 1 that was added to make 43.

70 - 18 = round 18 up to 20 by adding 2
70 – 20 = 50
Add on the 2 to make 52

Superman likes a quick change. He can round a number to make a multiple of ten then add or subtract to get the answer.

Compensation Strategy

Captain Count On or Back

4 + 8

16 - 3

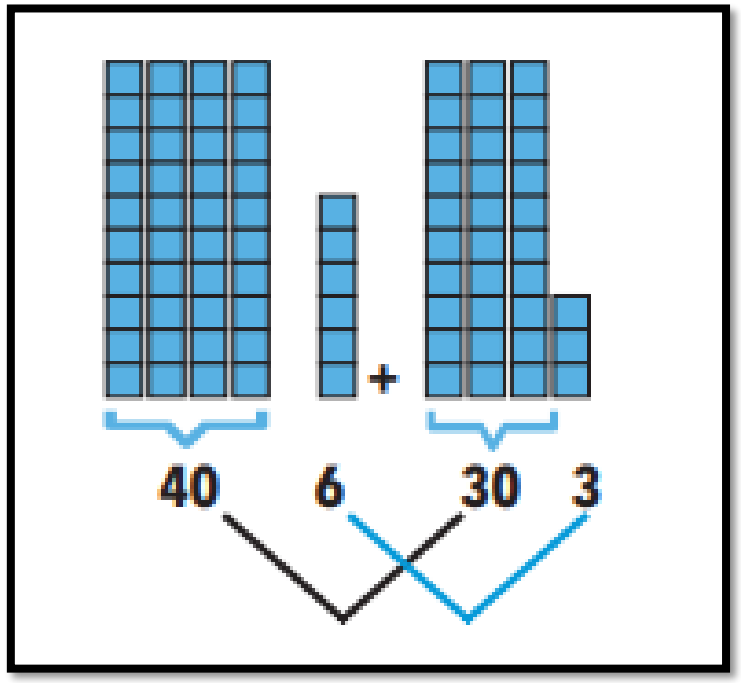
4 + 7 count on in ones from 4 or count on in ones from 7
18 – 3 count back in ones from 18
18 – 6 count back in twos from 18
40 + 3 count on in ones from 40

Captain America can count on to add and count back to subtract.

Counting On or Back Strategy

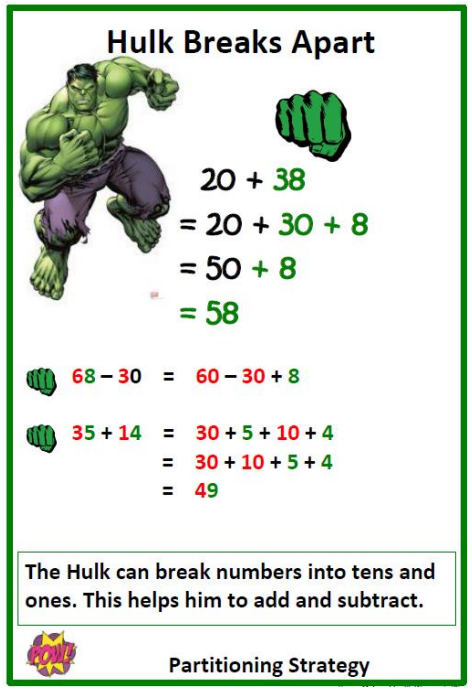
Hulk Smash - Partitioning

46 + 33 =



40 + 30 = 70 **6 + 3 = 9**

70 + 9 = 79

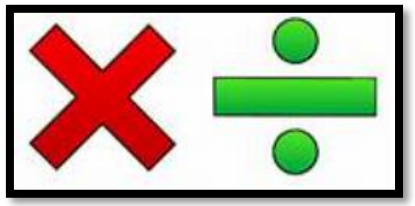


Ready for Multiplication and Division?

Learners should be able to:

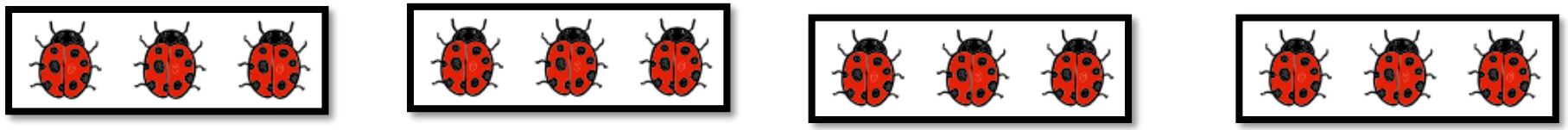
- Count securely
- Understand basic addition and subtraction facts
- Form groupings of the same size without and with remainders

The Key concepts introduced through activities at Early Level should be revised at First Level and Second Level to ensure there is developmentally secure understanding.



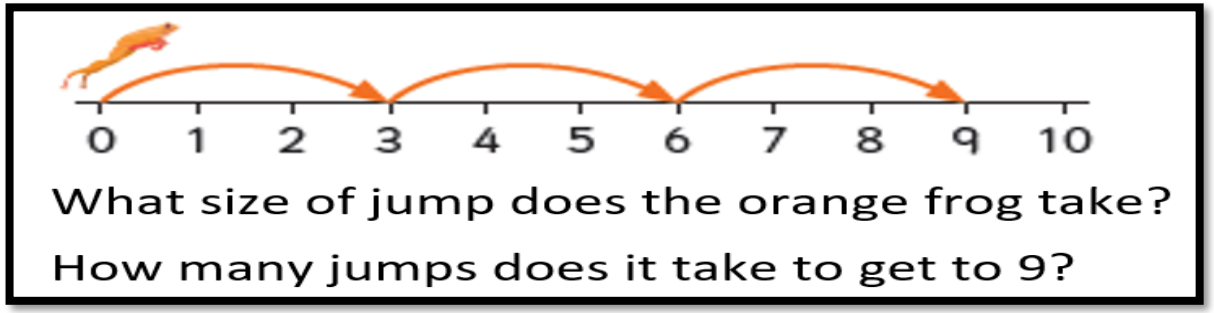
Repeated addition

Objects

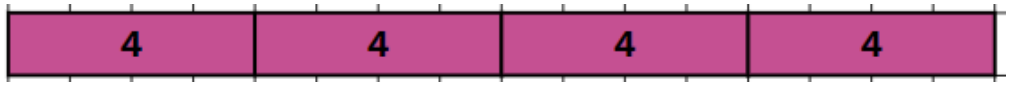


3 + 3 + 3 + 3

Number line



Cuisenaire Rods



4 + 4 + 4 + 4

THANK
YOU