Englefield CE Primary School Information Evening Sept 2016



Welcome & Aims

- Give you the opportunity to hear about the work going on in the school to develop maths skills around the new curriculum.
- * Learn a new maths game or two!
- * Find out what your child will be expected to know by the end of their particular year.
- * Give you the chance to think about strategies to support your child with maths at home.
- * Meet and chat with members of staff.
- * Join us for drinks and nibbles.

Englefield CE Primary





A maths game!

Use your pack to pair up with someone and try out one of our maths games.



Maths Curriculum

The new curriculum introduced in 2014 has raised expectations. Let's have a look at the areas of maths your children will be taught. Then how expectations are linked to each year group.



Areas of Maths for Reception Number Shape, Space and Measures

The Areas of Maths for Y1 – Y6

Number and Place Value Number – Addition and Subtraction Number – Multiplication and Division Number – Fractions Measurement Geometry – Properties of Shapes Geometry – Position and Direction Statistics (From Y2)

Reception

Area of Maths	Objectives	
Number	Count reliably with numbers from 1 to 20.	
Number	Place the numbers 1 to 20 in order.	
Number	Say the number that is one more or one less than a given number to 20.	
Number	Add two single digit numbers by counting on.	
Number	Subtract two single digit numbers by counting back.	
Number	Solve problems including doubling, halving and sharing.	
Shape, space and	Use everyday language to talk about size, weight, capacity, position,	
measures.	distance, time and money to compare quantities and objects and to solve problems.	
Shape, space and measures.	Recognise, create and describe patterns.	
Shape, space and	Explore characteristics of everyday objects and shapes and use	
measures.	mathematical language to describe them.	

Area of Maths	Objectives
Number and place value	Count to and across 100, forwards and backwards, beginning with 0 or 1,
	or from any given number.
Number - Addition and	Solve one step problems that involve addition and subtraction, using
subtraction	concrete objects and pictorial representations, and missing number
	problems such as
	7 = ? - 9
Number - Multiplication and	Solve one step number problems involving multiplication and division, by
division	calculating the answer using concrete objects, pictorial representations
	and arrays with the support of the teacher.
Number - Fractions	Recognise, find and name a quarter as one in four equal parts of an
	object, shape or quantity.
Measurement	Recognise and know the different denominations of coins and notes.
	Tell the time to the hour and half past the hour and draw hands on a
	clock face to show these times.
Geometry - properties of	Recognise and name common 2D and 3D shapes (squares, circles,
shape	triangles, cubes, cuboids, pyramids)
Geometry - position and	Describe position, direction and movement, including whole, half,
direction	quarter and three quarter turns.

Area of Maths	Objectives
Number and place value	Count in steps of 2,3 and 5 from 0 and 10s from any number, forwards
	and backwards.
	Use place value and number facts to solve problems.
Number - Addition and	Recognise and use the inverse relationship between addition and
subtraction	subtraction and use this to check.
Number - Multiplication and	Recognise and use the multiplication and division facts for the 2, 5 and
division	10 multiplication tables, including recognising odd and even numbers.
Number - fractions	Find simple fractions 1/2 of 6 = 3 and recognise the equivalence of 2/4
	= 1/2
Measurement	Find different combinations of coins that equal the same value.
	Tell and write the time to 5 minutes, including quarter past and quarter
	to the hour and draw hands on a clock to show these times.
Geometry - properties of	Identify and describe 3D shapes, including the number of edges.
shape	vertices and faces.
Geometry - position and	Distinguish between rotation as a turn and in terms of right angles for
direction	quarter, half and three quarters turn.
Statistics	Interpret and construct pictograms, tally charts, block diagrams and
	simple tables.

Area of Maths	Objectives
Number and Place	Read, write and spell numbers up to 1000 in numerals and in words.
Value	
Number - calculations	Add & subtract numbers with up to 3-digits, using formal written methods of columnar addition and subtraction.
	Recall and use division facts for the 3,4 & 8 multiplication tables.
	Solve positive integer scaling problems and correspondence problems in which n objects are connected to m objects.
Number - fractions	Recognise and show equivalent fractions with small denominators.
	Add and subtract fractions with the same denominator within one whole [for example, ${}^{5}_{/7}$ + ${}^{1/7}_{7}$ = ${}^{6/7}_{7}$].
Measures	Measure the perimeter of simple 2-D shapes.
	Write the time for a digital clock (12 hr and 24 hr)
	Estimate and read time with increasing accuracy to the nearest minute.
	Recognise that two right angles make a half-turn, three make three quarters
	of a turn and four a complete turn.
Statistics	Solve one-step and two-step questions using information presented in scaled bar charts.

Area of Maths	Objectives
Number and Place Value	Know that over time, the numeral system changed to include the concept
	of zero and place value.
	Round any number to the nearest 10, 100 and 1000 (using number lines).
Number - calculations	Recall division facts for multiplication tables up to 12 $ imes$ 12.
	Recognise and use factor pairs.
	Use the distributive law to multiply two digit numbers by one digit.
Number - fractions	Find the effect of dividing a one- or two-digit number by 10 and 100.
	Compare numbers with the same number of decimal places up to two
	decimal places.
Measures	Convert between different units of measure [e.g., kilometre to metre; hour
	to minute].
	Identify acute and obtuse angles and compare and order angles up to two
	right angles by size.
	Plot specified points and draw sides to complete a given polygon.
Statistics	Solve comparison, sum and difference problems using information
	presented in bar charts, pictograms, tables and other graphs.

Area of Maths	Objectives
Number - number and place value	Read Roman numerals to 1,000 (M) and recognise years written
	in Roman numerals
Number - addition and subtraction	Add and subtract whole numbers with more than 4-digits,
	including using formal written methods.
Number - multiplication and division	Recognise and use square numbers and cube numbers, and the
	notation for squared and cubed.
Number - fractions	Add and subtract fractions with the same denominator and
	denominators that are multiples of the same number.
Measurement	Estimate volume to build cuboids (including cubes) and capacity
	for example water.
Geometry- properties of shape	Draw given angles and measure them in degrees.
Geometry - position and direction	Identify, describe and represent the position of a shape
	following a reflection or translation using appropriate language
	and know that the shape has not changed.
Statistics	Solve comparison, sum and difference problems using
	information presented in a line graph.

Area of Maths	Objectives
Number - number and place value	Use negative numbers in context and calculate intervals across 0.
Number - addition, subtraction, multiplication and division	Multiply multi-digit numbers up to 4 digits by a two-digit numbers using formal written method of long multiplication.
Number - fractions (including decimals and percentages)	Divide proper fractions by whole numbers.
Algebra	Find pairs of numbers that satisfy an equation with 2 unknowns.
Measurement	Recognise that shapes with the same areas can have different perimeters and vice versa.
Geometry- properties of shape	Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.
Geometry - position and direction	Describe positions on a full co-ordinate grid (all 4 quadrants)
Statistics	Calculate and interpret the mean as an average.



The Mastery Approach

What does this mean?





How can you help at home?

Use: Maths Packs Calculation Policy Maths Grids Toys you already have Games Make it fun...!

What to see and where?

Teachers have set up tables around the edge of the hall classrooms to show the following:

We aim to finish at 7:30 pm.

Table 1 – Ipad games and apps with Mr Ind

Table 2 – Online Abacus activities with Mrs Latimer

Table 3 – 'Maths Pack' ideas with Mrs Watts

Table 4 – 'Maths Through Play' with Mrs Sheppard

Table 5 – Maths games with Mrs Carney