## 

# Key Stage 1 Maths Workshop

YOU SHOULD NOT WY KNOW WHAT YOU ARE DOING. YOU SHOULD ALSO KNOW WILL & HOW

HARRY WONG



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# What to expect in this workshop

**1.** How is Maths taught at Bishop Chavasse?

2. What does Maths look like in Key Stage 1?

**3.** How can my child be supported at home?

## 4. Questions



# 

- Use of the CPA approach
- Mastery approach adopted
- White Rose Scheme followed <a href="https://whiteroseeducation.com">https://whiteroseeducation.com</a>
- Develop fluency, reasoning and problem-solving skills



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## What is the CPA approach?





# <u>Concrete Stage</u>

- Concrete resources, also known as manipulatives, are physical objects that children can pick up and manipulate to improve their maths knowledge.
- Handling and manipulating objects can enhance your child's understanding or different mathematical concepts.





# Pictorial Stage

- As the name suggests, this means that your child is looking at a picture (or visual representation) to help them solve a calculation.
- This could be a drawing of objects to be counted, but could also be a part-whole model, bar model or base 10 drawing.



# Abstract Stage 2 Use base 10 to complete the additions.

- The abstract stage is when children face questions using numbers and symbols or key vocabulary alone.
- If children enter this stage before establishing secure links or points of reference as to what the numbers, operations or key words mean, they will find this stage challenging.
- At this stage, your children are expected to have a depth of knowledge that can now be applied without the need for concrete or pictorial support strategies.



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- Kim is 87 cm tall and Huan is 78 cm tall. Kim is taller than Brett. Huan is shorter than Brett. Circle all the heights that Brett could be.
   80 cm 87 cm 78 cm 86 cm
   The Year 2 classroom is 13 m long. The Year 3 classroom is 8 m longer than the Year 2 classroom.
  - a) How long is the Year 3 classroom?

## 



## Not racing up the ladder!

- When children learn a new concept, it is important not to race up the ladder.
- Just because they might know their addition facts to 20 does not mean we need to rush and start adding numbers to 50 or 100.
- Spending time embedding what they know and taking small steps is vital.

## **The Five Big Ideas Behind Teaching for Mastery**

Pupils are taught through whole-class interactive teaching (involving demonstrations, explanations, questioning, discussions and short tasks) where the focus is on <u>all</u> <u>pupils working together on the same lesson content at the same time</u>. This ensures that all can master concepts before moving to the next part of the curriculum sequence, allowing no pupil to be left behind. Children work in mixed ability pairings with differentiation occurring via the support and intervention provided.



# What is is my child learning?

### YEAR 1

#### **Autumn Term**

- Number and Place Value (within 10)
- Addition and Subtraction (within 10)
- Shape

### **Spring Term**

- Place Value (within 20)
- Addition and Subtraction (within 20)
- Place Value (within 50)
- Length and Height
- Mass and Volume

### Summer Term

- Multiplication and Division
- Fractions
- Position and Direction
- Place Value (within 100)
- Money
- Time

### YEAR 2

### Autumn Term

- Number and Place Value
- Addition and Subtraction
- Shape

### **Spring Term**

- Money
- Multiplication and Division
- Length and Height
- Mass, Capacity and Temperature

### Summer Term

- Fractions
- Time
- Statistics
- Position and Direction



## **Place value**





# **Understanding Equivalence**

Understanding	the
equals sign	

the same as

equivalent

Not the answer to a calculation!

equal

balance



# **Addition**

Addition

Plus

Add

More

Commutitative



## **Stages of teaching addition**





# **Moving on to more formal methods**

1 0		Tens	Ones
26		11	
+ 35	•	11	11-0
1 55		- 111	1000



## **Subtraction**

take-away less lewer Subtraction difference minus



# **Stages for teaching subtraction**







# **Stages for teaching subtraction**







# **Multiplication**

Multiplication

Times

Groups

Array Equal



## **Repeated addition**



## 5+5+5 = 15



# Introducing the multiplication sign x



## 5+5+5 = 15 is the same as 3x5=15



## Year 2 Times Tables

# Helping children see links







Division

Share

Equal

Groups



# Division is an introduction to sharing equally and fractions.

- Break a bar of chocolate into two equal pieces.
- In KS1, we build on these skills and link them to fractions and division.

E.g. If we share 12 smarties between 3 people equally, each person gets 4. So 1/3 of 12 is 4.





# **Before introducing the division sign.**

 $10 \div 2 =$  $15 \div 3 =$  $20 \div 5 =$ 



# Maths – What can we access at home?





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# Maths – What can we access at home?

## **Free digital tools**





# Maths – What can we access at home?

## Get the free workbooks





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## **Resources you can use at home**



## 

## **Alternatives to school maths resources**



**3D shapes** 



**Counting Bears** 





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or you could use.....

or you could use.....







anything you have a lot of!





•••••••••••••••••••••••

## Counting in 2s, 5s and 10s

Numicon or yo

or you could use...

egg

gloves



### Numicon





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egg boxes



or

## ••••••••••

### **Numbers**

### 100 Square

or you could use...

100 square splat online game

### Games you could play:

Cover Up: Cover up one or more squares using counters. The child has to guess which numbers are hidden under the counter/s.

Patterns: Cover the multiples of 2, 3, 5 and 10 etc (one multiple at a time). Use the patterns to predict which numbers will be in the sequence.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90



#### Dice

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10 9 8 7 8 5 4 3 2

#### or you could use...

### **Online Dice**

### Games you could play:

Use dice to help your child recognise numbers at speed.

Knock Out: Each player chooses a "knock out number" – either 6, 7, 8, or 9. More than one player can choose the same number. Players take turns throwing both dice, once each turn. Add the number of both dice for the score. If a player throws a 6, 7, 8 or 9, they are knocked out of the game until the next round.

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## Addition and Subtraction using sweets or sticks and stones instead of base 10



In Year 2 we use dienes for addition and subtraction. Instead of tens and ones you could use sweets.

A whole pack are the tens and individual sweets are the ones. E.g. 18 = 1 tens and 8 ones



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## •••••••••••••••••••••••••••••••

### For greater, less than or equal to you could use lolly sticks.





For money work or problems you could use your own coins/ notes.







### You can use anything you have around the house to make it fun!

### Pasta, sweets etc. for counting





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## Cards or magnetic numbers for number recognition, writing and counting





Toys to put in size order



## Don't forget outside!





















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# Any questions?



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