

# Maths Curriculum Evening



Tuesday 1st February 2022

- How do we teach Maths at CRS?
  - National Curriculum
  - Our Intent
  - Mastery Approach
  - Concrete, Pictorial, Abstract Approach
  - Use of variation
  - White Rose Scheme
  - Calculation Policy (key resources and representations and formal methods)
- What can you do to support your child at home?

# What does the National Curriculum say?

The curriculum aims that all children:

- **become fluent** in the fundamentals of mathematics, including through varied and frequent practice with increasingly complex problems over time, so that pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately.
- can **reason mathematically** by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language.
- can **solve problems** by applying their mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions.

# Our Intent

At Christopher Rawlins we want children to be prepared for their future life. Our maths curriculum provides a foundation for understanding the world, the **ability to reason mathematically and a sense of curiosity about maths**. We use a Maths Mastery approach so that children are exposed to a **variety of concrete, pictorial and abstract representations** to help secure a **deep understanding** of new concepts, before they **apply their learning to varied fluency, problem solving and reasoning tasks**. **Rich mathematical talk** and reasoning provides children with the confidence to apply their learning to different contexts, and make cross-curricular links.

# What is mastery?

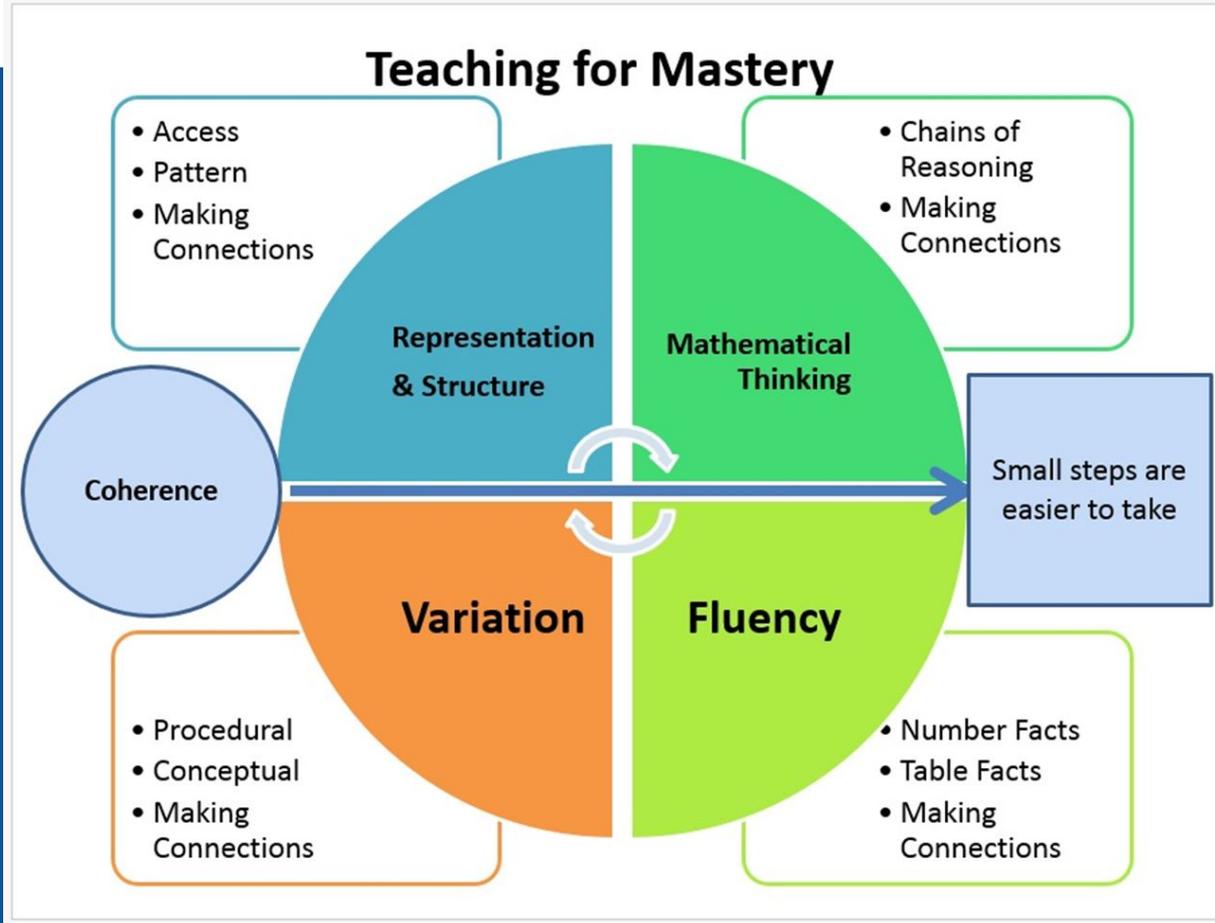
<https://www.youtube.com/watch?v=Zv-uhCkLQIY> ??

## Mastery of Mathematics is more.....

- Achievable for all
- **Deep** and sustainable learning
- The ability to build on something that has already been sufficiently mastered
- The ability to reason about a concept and make connections
- Conceptual and procedural fluency



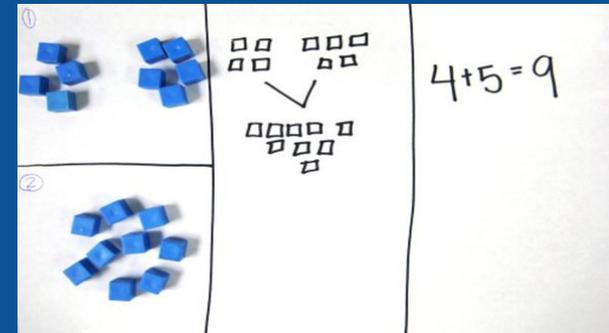
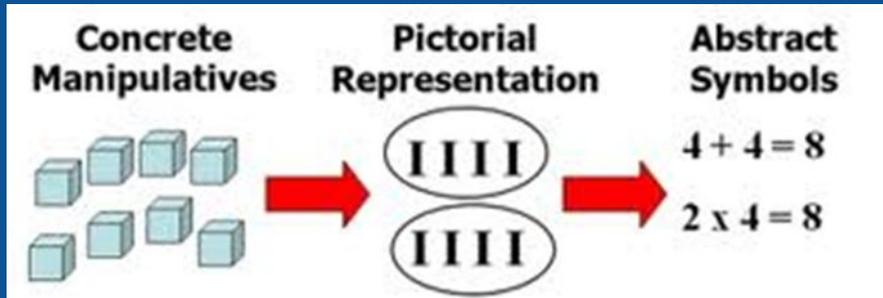
# The 5 Big Ideas



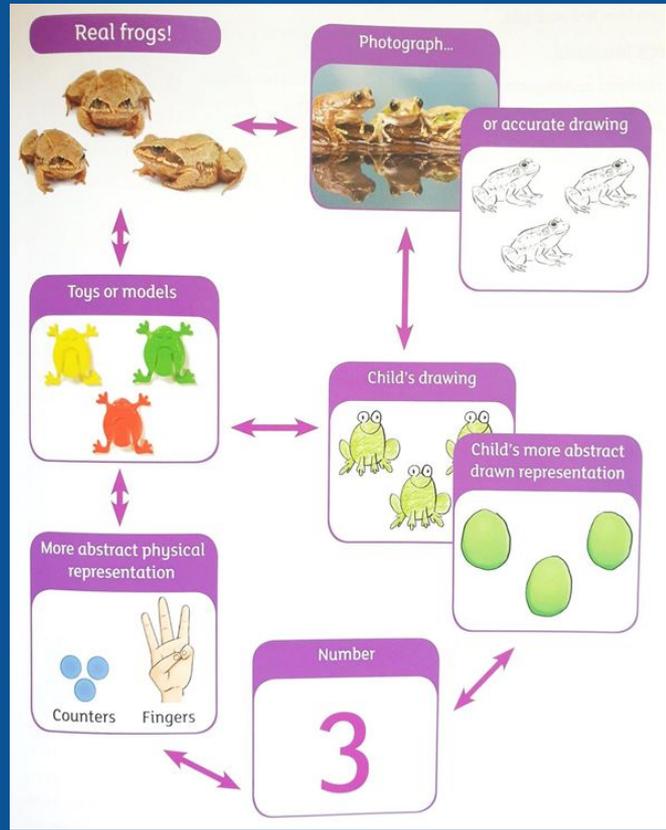
# CPA approach

Concrete → Representational → Abstract

- C**
- Concrete = maths concept is modelled with concrete materials
- P**
- Pictorial representation = maths concept is modelled with representational examples
- A**
- Abstract = Maths concept is modelled with numbers and symbols.



# CPA doesn't have to be linear





I hear and I forget. I see and I  
remember. I do and I understand.

“In order to develop every student’s mathematical proficiency, leaders and teachers must systematically integrate the use of concrete and virtual manipulatives into classroom instruction at all grade levels.”

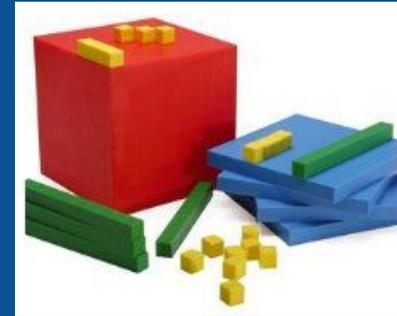
- **National Council of Supervisors of Mathematics**

# Manipulatives and representations

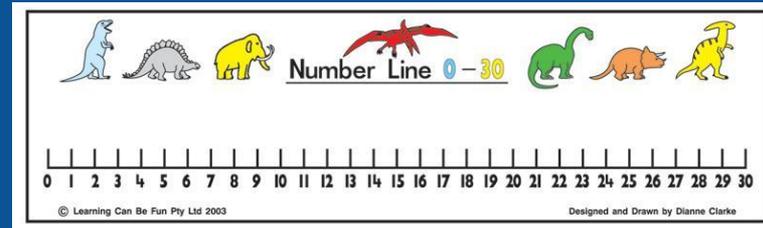
A manipulative is an object that children or practitioners can interact with and move to represent mathematical ideas. Manipulatives could include everyday objects such as pine cones, buttons, and small toys as well as resources like interlocking cubes, Cuisenaire® rods, Dienes blocks, and building blocks.

A 'representation' refers to a particular form in which mathematics is presented.

Representations include informal drawings, mathematical symbols, and more formal diagrams, such as a number line or graph.



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
91	92	93	94	95	96	97	98	99	100



# Why are manipulatives and representations important?

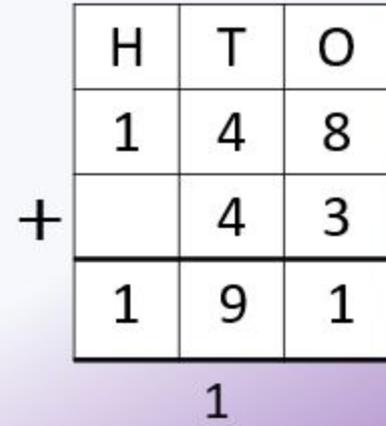
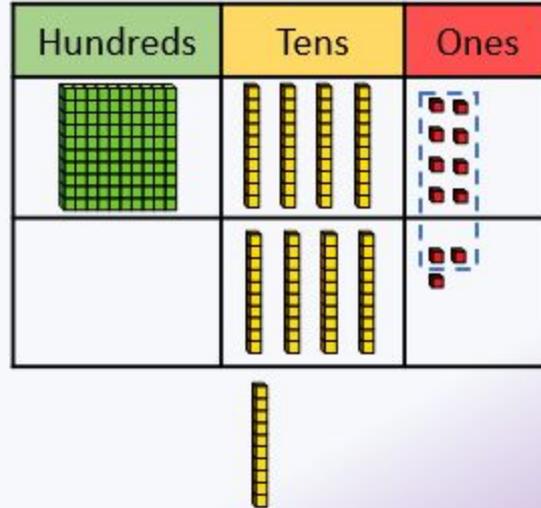
Our aim is to ensure that we develop children's **understanding of mathematical structures** through careful use of representations.

Which means:

- consider their use carefully
- they are there to **see the structure of the mathematics not as a crutch to do the mathematics.**



# Example progression in manipulatives





# Example progression in manipulatives

Hundreds	Tens	Ones

H	T	O
2	5	5
	7	1
3	2	6

+

1

# Example progression in manipulatives

+

Hundreds	Tens	Ones
		
		

I think you'll need more than one exchange this time



H	T	O
2	5	5
	7	8
3	3	3
1	1	

# Conceptual Variation

- **Concept variation-** (standard and non-standard) *what it is, what it is also*
- **Non-concept variation** (giving counter-examples)- *what it is not*

Definition		Characteristics	
A square number is the result of multiplying a positive or negative whole number by itself.		The result of a number multiplied by itself. Builds a square. Has to build a complete square. Has to be an integer. Square numbers are always positive.	
Examples		Non-examples	
1	81	8	0.25

Square numbers

# Procedural Variation

Sometimes referred to as 'intelligent practice'

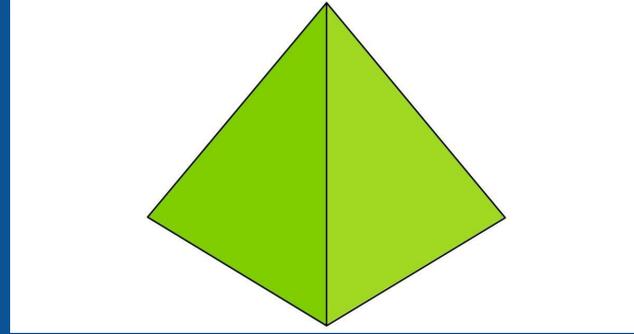
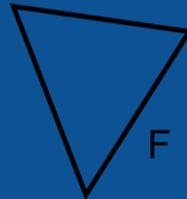
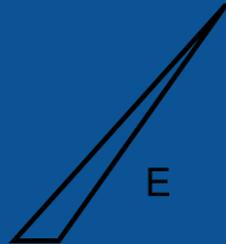
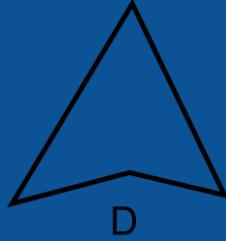
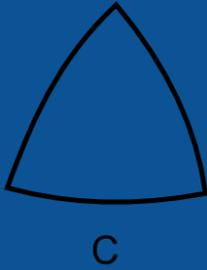
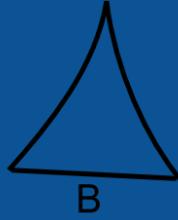
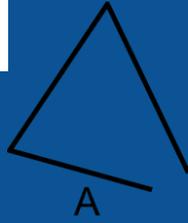
It's about spotting patterns, making connections, generalisations

$6 + 9 =$	
$16 + 9 =$	
$26 + 9 =$	
$36 + 9 =$	
$46 + 9 =$	
$56 + 9 =$	

$7 \times 4 =$	
$7 \times 4 =$	
$70 \times 4 =$	
$70 \times 40 =$	
$700 \times 4 =$	
$700 \times 40 =$	

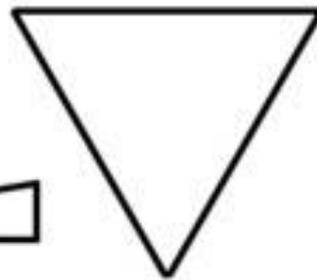
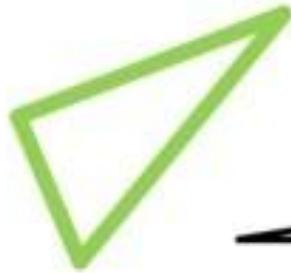
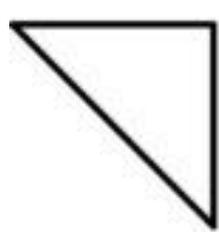
# YOUR TURN

What is a triangle?

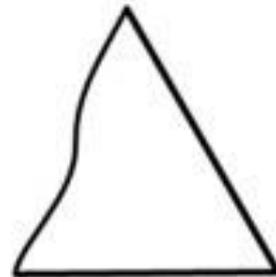
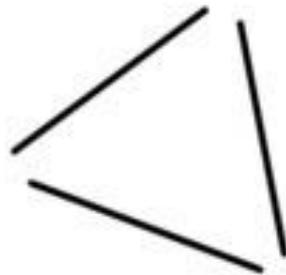
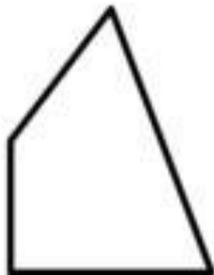


# Now improve your definition!

These are triangles



These are not triangles



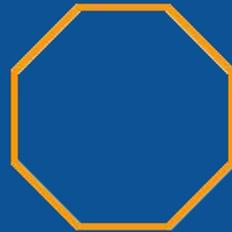
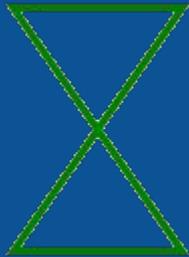
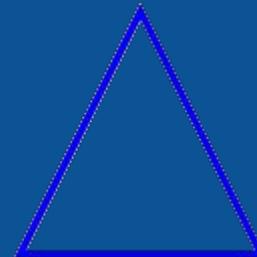
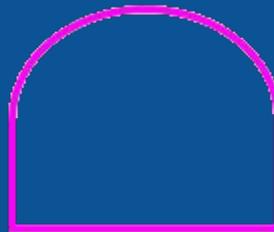
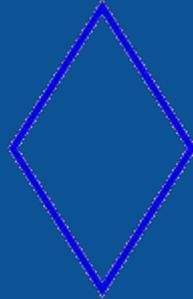
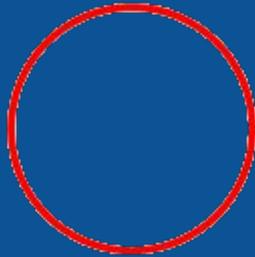
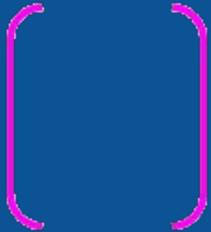
# What is a triangle?

A triangle is a 3-sided **polygon**, meaning it has three straight sides and three vertices.

A **polygon** is a **2D shape** which has **straight** sides which **do not** cross

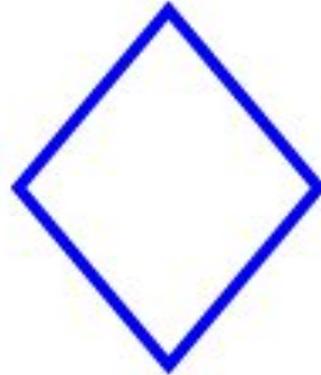
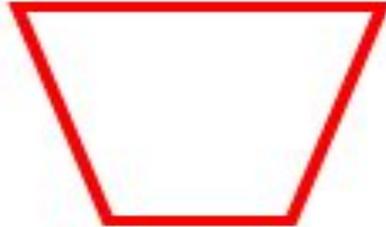
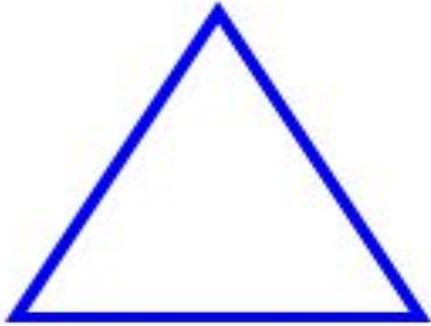


A triangle is an example of a polygon. Tick the shapes below which are polygons. Explain why the rest aren't.



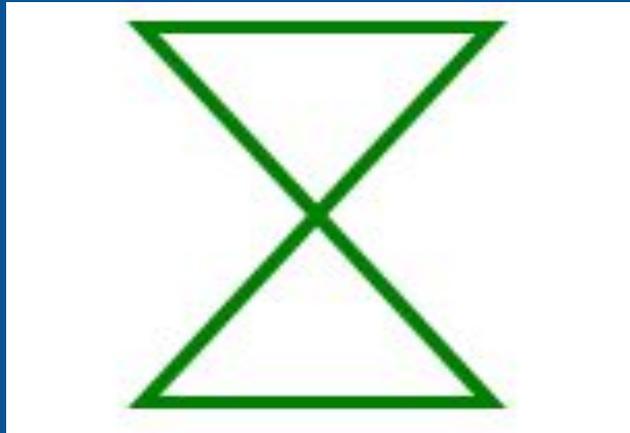
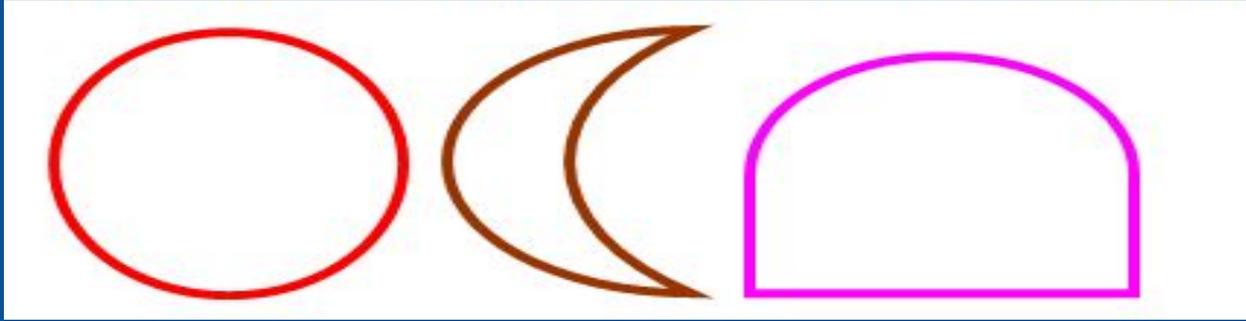


True





False

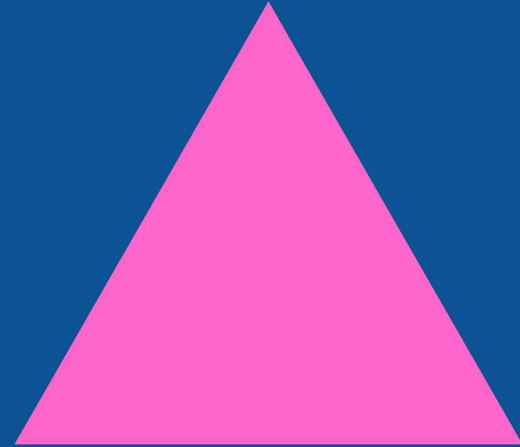
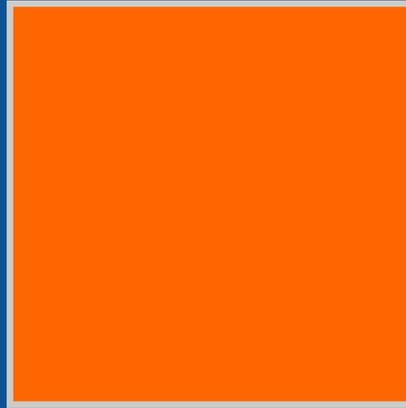
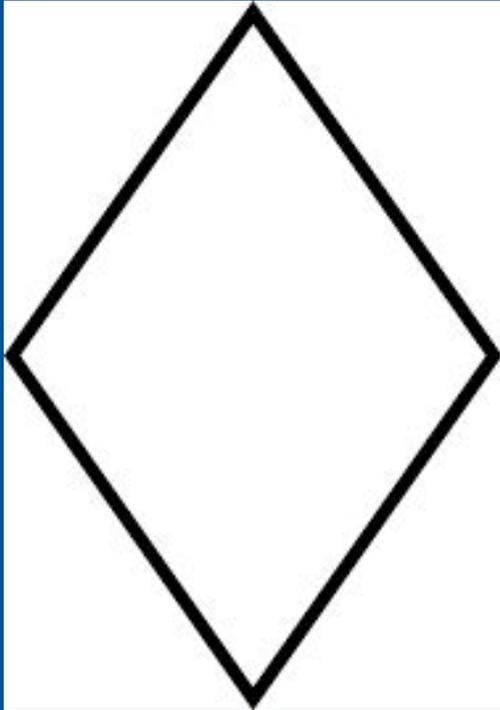




Look at the triangles above. What's the same?  
What's different? Explain about their properties  
in your answer.



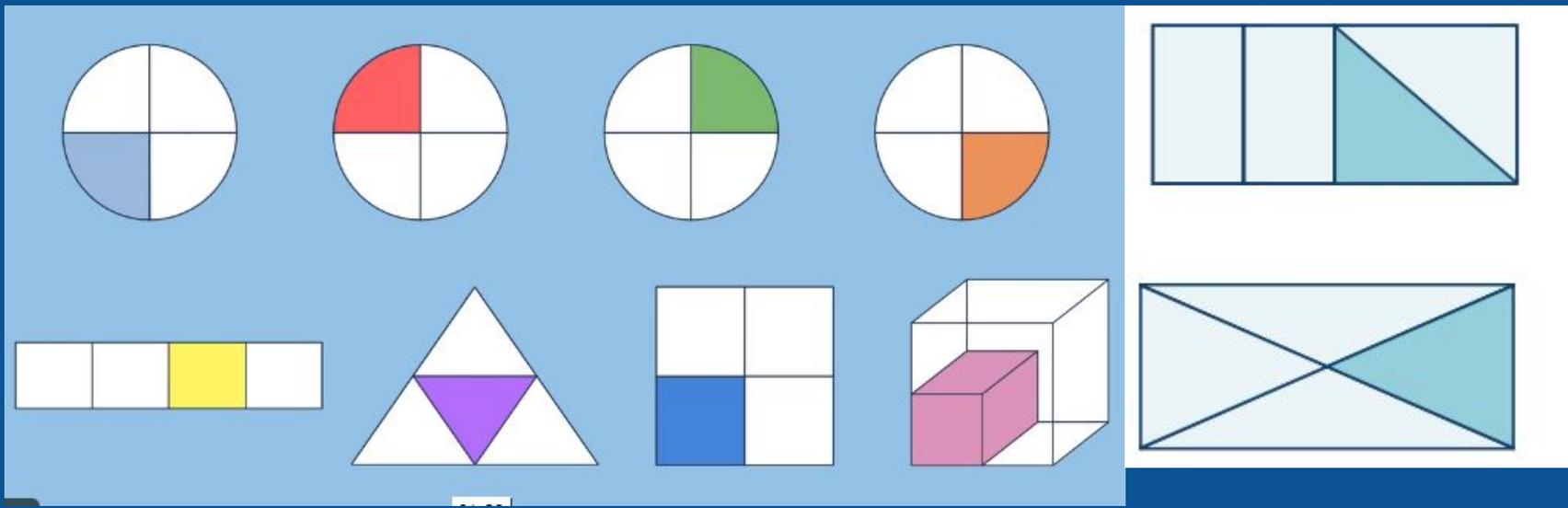
# Odd one out- is there more than one answer?





Teach it - What it is ✓

Which are standard examples? Which are non-standard? Why have they been chosen?  
Can you think of any other ways we could have represented  $\frac{1}{4}$  ?





Teach it- What it is not 

Which of these does NOT represent  $\frac{1}{4}$ ? Why have these non-examples been chosen?

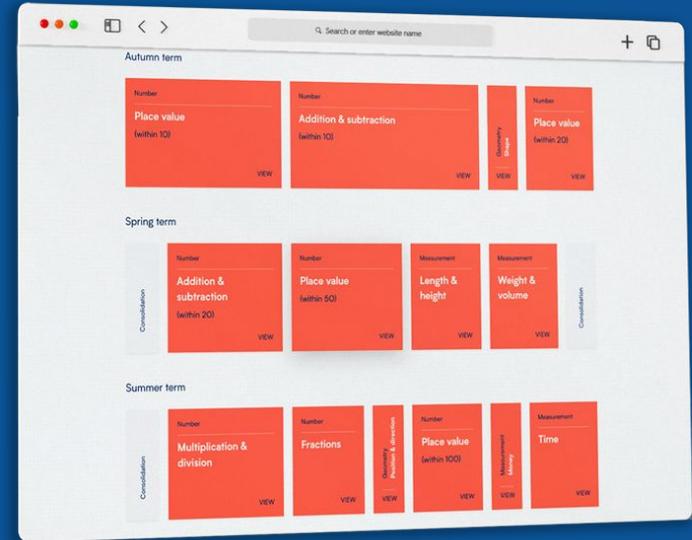
1. 2. 3.

4. 5. 6. 7.

# White Rose Scheme (Y1-6)

<https://whiterosemaths.com/advice-and-guidance>

- Blocks of learning divided into autumn, spring and summer terms.
- Knowledge divided into sequences of small steps
- Varied fluency, reasoning and problem solving tasks
- Premium resources including further practice and videos.
- End-of-block and termly assessments





# Example of White Rose scheme of learning

Year 3 | Spring Term | Week 7 to 9 – Measurement: Length & Perimeter

## Overview

## Small Steps

- Measure length
- Measure length (m) R
- Equivalent lengths – m & cm
- Equivalent lengths – mm & cm
- Compare lengths R
- Compare lengths
- Add lengths
- Subtract lengths
- Measure perimeter
- Calculate perimeter

# Example of White Rose scheme of learning

## Mathematical Talk

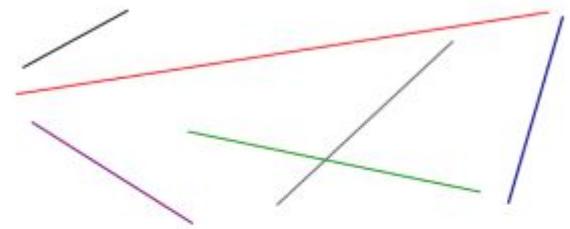
What would be the best equipment to measure \_\_\_\_ with?  
(e.g. tape measure, ruler, metre stick)

What do we have to remember when using a ruler to measure? Which unit of measurement are we going to use to measure? Centimetres or millimetres?

What unit of measurement would be best to measure \_\_\_\_?

## Varied Fluency

Measure the lines to the nearest centimetre.  
Can you measure the lines in millimetres?



What unit of measurement would you use to measure these real life objects? Millimetres, centimetres or metres?

- Fingernail
- Eraser
- Pencil
- Height of a house
- Length of a playground
- Length of a table

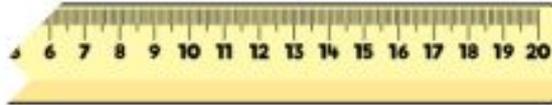
What is the length of each pencil?



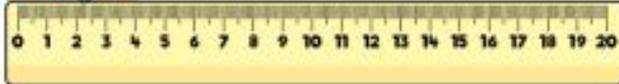


# Example of White Rose scheme of learning

Whitney's ruler is broken.  
How could she use it to still measure items?



Tommy thinks that this chocolate bar is 4 cm long.  
Is he correct?



Convince me.

Three children measured the same toy car.

Eva says that the car is 6 cm and 5 mm



Dexter says the car is 5 cm



Annie says the car is 4 cm 5 mm



Who is correct?  
Who is incorrect?  
Explain why.

# Calculation Policies

- Addition and subtraction
- Multiplication and division



# Calculation Policies- Addition

Skill	Year	Representations and models	
Add two 1-digit numbers to 10	1	Part-whole model Bar model Number shapes	Ten frames (within 10) Bead strings (10) Number tracks
Add 1 and 2-digit numbers to 20	1	Part-whole model Bar model Number shapes Ten frames (within 20)	Bead strings (20) Number tracks Number lines (labelled) Straws
Add three 1-digit numbers	2	Part-whole model Bar model	Ten frames (within 20) Number shapes
Add 1 and 2-digit numbers to 100	2	Part-whole model Bar model Number lines (labelled)	Number lines (blank) Straws Hundred square



# Calculation Policies- Addition

Skill	Year	Representations and models	
Add two 2-digit numbers	2	Part-whole model Bar model Number lines (blank) Straws	Base 10 Place value counters Column addition
Add with up to 3-digits	3	Part-whole model Bar model	Base 10 Place value counters Column addition
Add with up to 4-digits	4	Part-whole model Bar model	Base 10 Place value counters Column addition
Add with more than 4 digits	5	Part-whole model Bar model	Place value counters Column addition
Add with up to 3 decimal places	5	Part-whole model Bar model	Place value counters Column addition

# Example of how the representations are used

Skill: Add 1-digit numbers within 10	Year: 1
<p style="text-align: center;"><math>4 + 3 = 7</math></p>	<p>When adding numbers to 10, children can explore both aggregation and augmentation.</p> <p>The part-whole model, discrete and continuous bar model, number shapes and ten frame support aggregation.</p> <p>The combination bar model, ten frame, bead string and number track all support augmentation.</p>



# Calculation Policies- Subtraction

Skill	Year	Representations and models	
Subtract two 1-digit numbers to 10	1	Part-whole model Bar model Number shapes	Ten frames (within 10) Bead strings (10) Number tracks
Subtract 1 and 2-digit numbers to 20	1	Part-whole model Bar model Number shapes Ten frames (within 20)	Bead string (20) Number tracks Number lines (labelled) Straws
Subtract 1 and 2-digit numbers to 100	2	Part-whole model Bar model Number lines (labelled)	Number lines (blank) Straws Hundred square
Subtract two 2-digit numbers	2	Part-whole model Bar model Number lines (blank) Straws	Base 10 Place value counters Column addition



# Calculation Policies- Subtraction

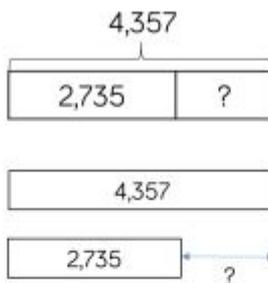
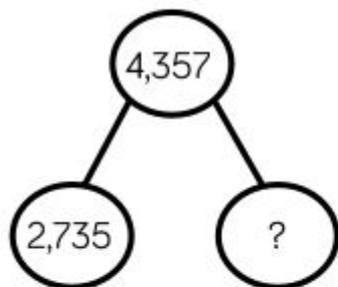
Skill	Year	Representations and models	
Subtract with up to 3-digits	3	Part-whole model Bar model	Base 10 Place value counters Column addition
Subtract with up to 4-digits	4	Part-whole model Bar model	Base 10 Place value counters Column addition
Subtract with more than 4 digits	5	Part-whole model Bar model	Place value counters Column addition
Subtract with up to 3 decimal places	5	Part-whole model Bar model	Place value counters Column addition



# Example of how the representations are used

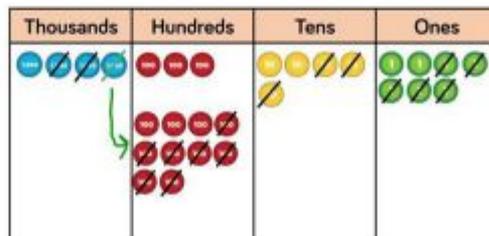
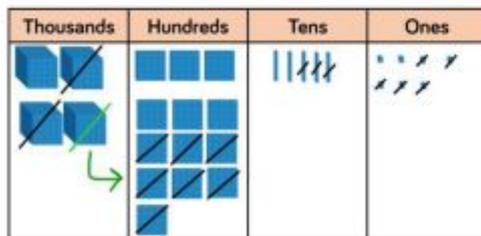
Skill: Subtract numbers with up to 4 digits

Year: 4



$$\begin{array}{r} 3 \ 1 \\ 4357 \\ - 2735 \\ \hline 1622 \end{array}$$

$$4,357 - 2,735 = 1,622$$



Base 10 and place value counters are the most effective manipulatives when subtracting numbers with up to 4 digits.

Ensure children write out their calculation alongside any concrete resources so they can see the links to the written column method.

Plain counters on a place value grid can also be used to support learning.



## Glossary

**Addend** - A number to be added to another.

**Aggregation** - combining two or more quantities or measures to find a total.

**Augmentation** - increasing a quantity or measure by another quantity.

**Commutative** - numbers can be added in any order.

**Complement** - in addition, a number and its complement make a total e.g. 300 is the complement to 700 to make 1,000

**Difference** - the numerical difference between two numbers is found by comparing the quantity in each group.

**Exchange** - Change a number or expression for another of an equal value.

**Minuend** - A quantity or number from which another is subtracted.

**Partitioning** - Splitting a number into its component parts.

**Reduction** - Subtraction as take away.

**Subitise** - Instantly recognise the number of objects in a small group without needing to count.

**Subtrahend** - A number to be subtracted from another.

**Sum** - The result of an addition.

**Total** - The aggregate or the sum found by addition.



# Times Tables

Skill	Year	Representations and models	
Recall and use multiplication and division facts for the 2-times table	2	Bar model Number shapes Counters Money	Ten frames Bead strings Number lines Everyday objects
Recall and use multiplication and division facts for the 5-times table	2	Bar model Number shapes Counters Money	Ten frames Bead strings Number lines Everyday objects
Recall and use multiplication and division facts for the 10-times table	2	Hundred square Number shapes Counters Money	Ten frames Bead strings Number lines Base 10



# Times Tables

Skill	Year	Representations and models	
Recall and use multiplication and division facts for the 3-times table	3	Hundred square Number shapes Counters	Bead strings Number lines Everyday objects
Recall and use multiplication and division facts for the 4-times table	3	Hundred square Number shapes Counters	Bead strings Number lines Everyday objects
Recall and use multiplication and division facts for the 8-times table	3	Hundred square Number shapes	Bead strings Number tracks Everyday objects
Recall and use multiplication and division facts for the 6-times table	3	Hundred square Number shapes	Bead strings Number tracks Everyday objects



# Times Tables

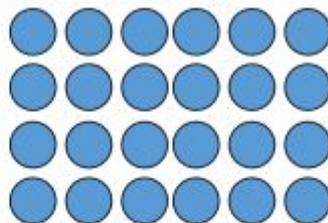
Skill	Year	Representations and models	
Recall and use multiplication and division facts for the 7-times table	4	Hundred square Number shapes	Bead strings Number lines
Recall and use multiplication and division facts for the 9-times table	4	Hundred square Number shapes	Bead strings Number lines
Recall and use multiplication and division facts for the 11-times table	4	Hundred square Base 10	Place value counters Number lines
Recall and use multiplication and division facts for the 12-times table	4	Hundred square Base 10	Place value counters Number lines



# Times Tables

Skill: 4 times table

Year: 3

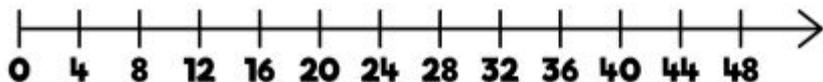


1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50



4      8      12      16

4	8	12	16	20
24	28	32	36	40
44	48	52	56	60



Encourage daily counting in multiples, supported by a number line or a hundred square. Look for patterns in the four times table, using manipulatives to support. Make links to the 2 times table, seeing how each multiple is double the twos. Notice the pattern in the ones within each group of five multiples. Highlight that all the multiples are even using number shapes to support



# Calculation Policy- Multiplication

Skill	Year	Representations and models	
Solve one-step problems with multiplication	1/2	Bar model Number shapes Counters	Ten frames Bead strings Number lines
Multiply 2-digit by 1-digit numbers	3/4	Place value counters Base 10	Short written method Expanded written method
Multiply 3-digit by 1-digit numbers	4	Place value counters Base 10	Short written method
Multiply 4-digit by 1-digit numbers	5	Place value counters	Short written method

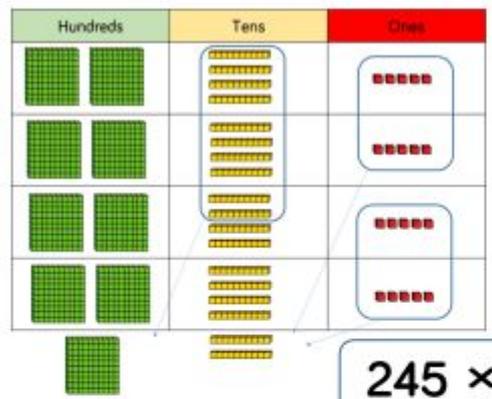


# Calculation Policy- Multiplication

Skill	Year	Representations and models
Multiply 2-digit by 2-digit numbers	5	Place value counters Base 10 Short written method Grid method
Multiply 2-digit by 3-digit numbers	5	Place value counters Short written method Grid method
Multiply 2-digit by 4-digit numbers	5/6	Formal written method

# Calculation Policy- Multiplication

## Skill: Multiply 3-digit numbers by 1-digit numbers Year: 3/4



Year 4

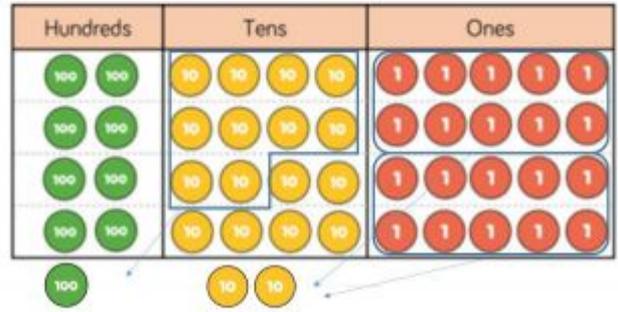
	H	T	O
	2	4	5
x			4
	9	8	0
	1	2	

$245 \times 4 = 980$

Year 3

x	200	40	5
4	800	160	20

$800 + 160 + 20 = 980$



When moving to 3-digit by 1-digit multiplication, encourage children to move towards the short, formal written method. Base 10 and place value counters continue to support the understanding of the written method. Limit the number of exchanges needed in the questions and move children away from resources when multiplying larger numbers.



# Calculation Policy- Division

Skill	Year	Representations and models	
Solve one-step problems with division (sharing)	1/2	Bar model Real life objects	Arrays Counters
Solve one-step problems with division (grouping)	1/2	Real life objects Number shapes Bead strings Ten frames	Number lines Arrays Counters
Divide 2-digits by 1-digit (no exchange sharing)	3	Straws Base 10 Bar model	Place value counters Part-whole model
Divide 2-digits by 1-digit (sharing with exchange)	3	Straws Base 10 Bar model	Place value counters Part-whole model



# Calculation Policy- Division

Skill	Year	Representations and models	
Divide 2-digits by 1-digit (sharing with remainders)	3/4	Straws Base 10 Bar model	Place value counters Part-whole model
Divide 2-digits by 1-digit (grouping)	4/5	Place value counters Counters	Place value grid Written short division
Divide 3-digits by 1-digit (sharing with exchange)	4	Base 10 Bar model	Place value counters Part-whole model
Divide 3-digits by 1-digit (grouping)	4/5	Place value counters Counters	Place value grid Written short division



# Calculation Policy- Division

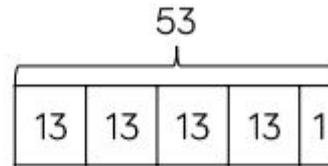
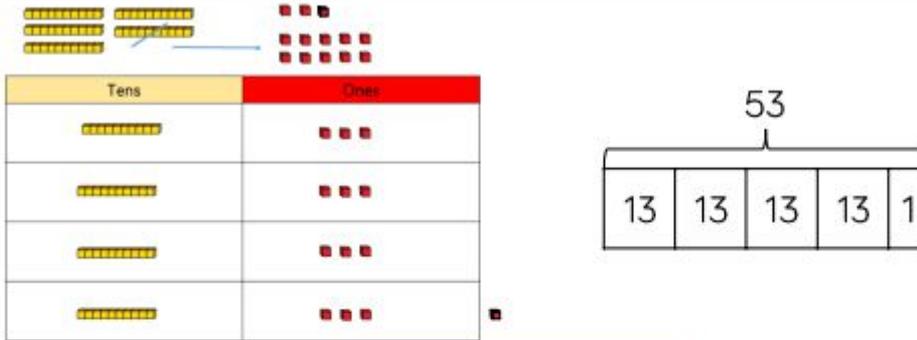
Skill	Year	Representations and models	
Divide 4-digits by 1-digit (grouping)	5	Place value counters Counters	Place value grid Written short division
Divide multi-digits by 2-digits (short division)	6	Written short division	List of multiples
Divide multi-digits by 2-digits (long division)	6	Written long division	List of multiples



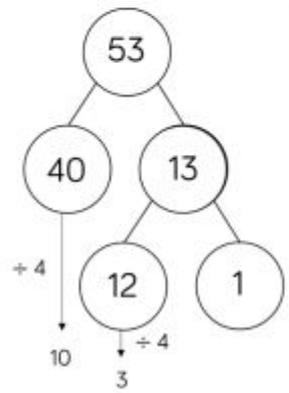
# Calculation Policy- Division

Skill: Divide 2-digits by 1-digit (sharing with remainders)

Year: 3/4



$53 \div 4 = 13 \text{ r}1$



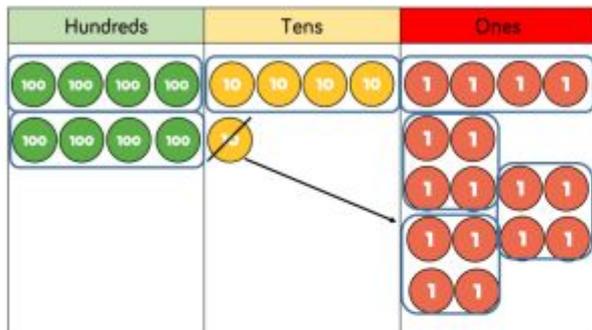
When dividing numbers with remainders, children can use Base 10 and place value counters to exchange one ten for ten ones. Starting with the equipment outside the place value grid will highlight remainders, as they will be left outside the grid once the equal groups have been made. Flexible partitioning in a part-whole model supports this method.



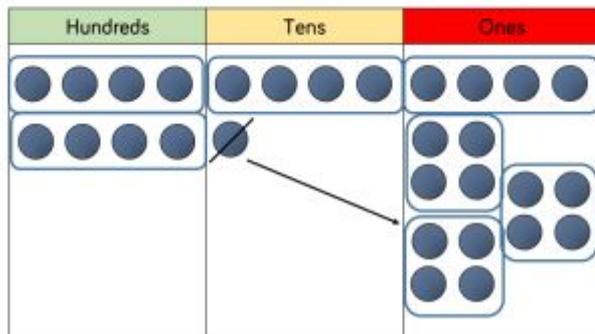
# Calculation Policy- Division

Skill: Divide 3-digits by 1-digit (grouping)

Year: 5



		2	1	4
	4	8	5	16



$$856 \div 4 = 214$$

Children can continue to use grouping to support their understanding of short division when dividing a 3-digit number by a 1-digit number.

Place value counters or plain counters can be used on a place value grid to support this understanding. Children can also draw their own counters and group them through a more pictorial method.



## Glossary

**Array** – An ordered collection of counters, cubes or other item in rows and columns.

**Commutative** – Numbers can be multiplied in any order.

**Dividend** – In division, the number that is divided.

**Divisor** – In division, the number by which another is divided.

**Exchange** – Change a number or expression for another of an equal value.

**Factor** – A number that multiplies with another to make a product.

**Multiplicand** – In multiplication, a number to be multiplied by another.

**Partitioning** – Splitting a number into its component parts.

**Product** – The result of multiplying one number by another.

**Quotient** – The result of a division

**Remainder** – The amount left over after a division when the divisor is not a factor of the dividend.

**Scaling** – Enlarging or reducing a number by a given amount, called the scale factor



# What does daily maths look like?

- Daily retrieval/prior learning practice
- Arithmetic practice (Year 2-6) /Mastering Number Programme (EYFS-Year 1)
- Maths lesson taught following small-step approach and a mixture of varied fluency, reasoning and problem solving.
- Targeted support/interventions e.g. pre-teach/post-teach as necessary

**Flashback 4** Year 3 | Week 7 | Day 1

1) How many tens are there in 100?

2) How many visitors were there all weekend?

Day	Number of visitors
Saturday	493
Sunday	413

3) Find the difference between £4 and 42p and £2 and 50p

4) What is  $8 \times 6$ ?



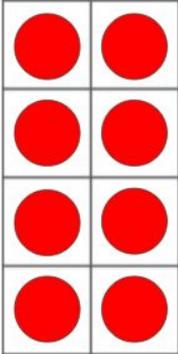
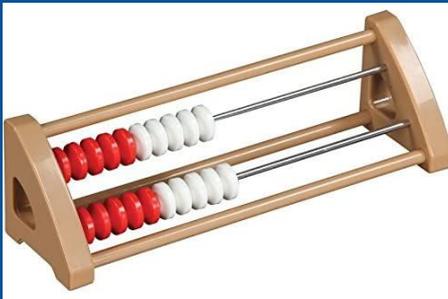


# Mastering Number Programme

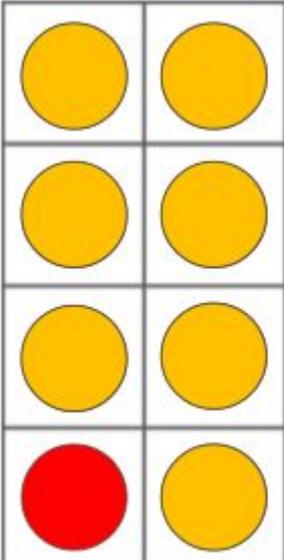
This project aims to secure firm foundations in the development of good number sense for all children from Reception through to Year 1 and Year 2.

Daily 10-15 minute session separate from normal maths lesson.

<https://www.ncetm.org.uk/maths-hubs-projects/mastering-number/>



You can use the grid to find the parts inside 8.



8 is made of \_\_\_\_ and \_\_\_\_ ;  
\_\_\_\_ and \_\_\_\_ make 8.

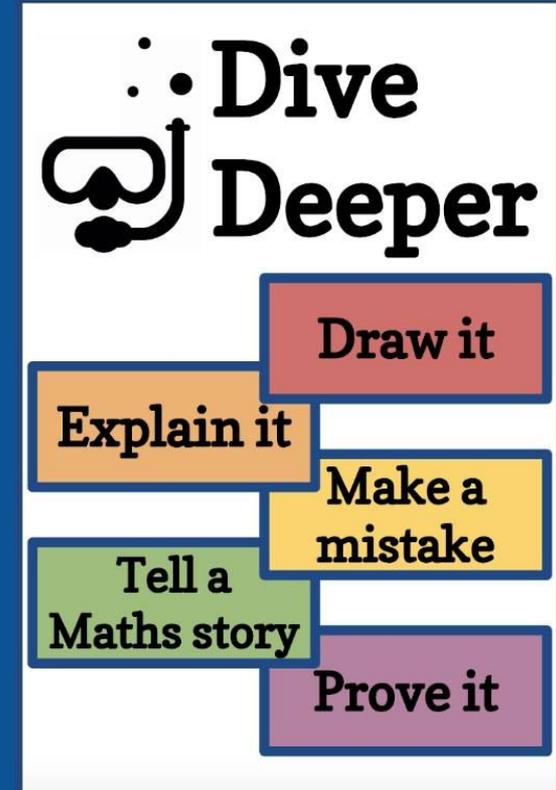


# Mixed-age classes

Fractions	
Year 1	Year 2
<ul style="list-style-type: none"> <li>recognise, find and name a half as 1 of 2 equal parts of an object or shape</li> <li>recognise, find and name a quarter as 1 of 4 equal parts of an object or shape</li> </ul>	<ul style="list-style-type: none"> <li>recognise, find, name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{4}</math> and <math>\frac{3}{4}</math> of a length, shape or set of objects</li> </ul>
<ul style="list-style-type: none"> <li>recognise, find and name a half as 1 of 2 equal parts of a quantity</li> <li>recognise, find and name a quarter as 1 of 4 equal parts of a quantity</li> </ul>	<ul style="list-style-type: none"> <li>recognise, find, name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{4}</math> and <math>\frac{3}{4}</math> of a quantity</li> </ul>
	<ul style="list-style-type: none"> <li>write simple fractions, for example <math>\frac{1}{2}</math> of 6 = 3 and recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math></li> </ul>

# Differentiation

- Differing levels of scaffolding- modelled examples, adult supported, use of manipulatives, pre-teaching, post-teaching, mixed ability pairs etc.
- **Challenge:** higher order thinking questions e.g. prove it, justify, explain, represent question



# Differentiation

Tasks start with a Build prompt, which leads into the main Task question.

**BUILD**

Is this 230? ✓ or ✗

100 100 10 10 10

Is this 203? ✓ or ✗

20 + 3

Is this 230? ✓ or ✗

100 10 10 10 10 10 10 10 10 10 10

Is this 210? ✓ or ✗

10 10 100

**TASK**

How can 340 be made using 10 and 100 counters?

Level 1: I can find a way

Level 2: I can find different ways

Level 3: I know how many ways there are

100 10

**SUPPORT**

**Tip 1:** 340 can be made with two 100 counters and some 10 counters. *How many 10 counters would be needed?*

**Tip 2:** 340 can be made using only 10 counters. *How many 10 counters would be needed?*

**Remember:** ten lots of 10 = 100

---

**EXPLAIN**

460 can be made with  hundreds and 6 tens.

460 can be made with 3 hundreds and  tens.

460 can be made with  tens.

342 can be made with 3 hundreds, 3 tens and  ones.

342 can be made with 2 hundreds, 4 tens and  ones.

---

**EXTEND**

How can 423 be made using 1, 10 and 100 counters?

What are the fewest counters that can be used? 100 10

What are the most counters that can be used? 1

There are two ways to make 423 using 18 counters. Find them.

There are also Support, Explain and Extend prompts for most tasks – these provide additional support for the main task or extra challenge to take the learning deeper!



# To Summarise...

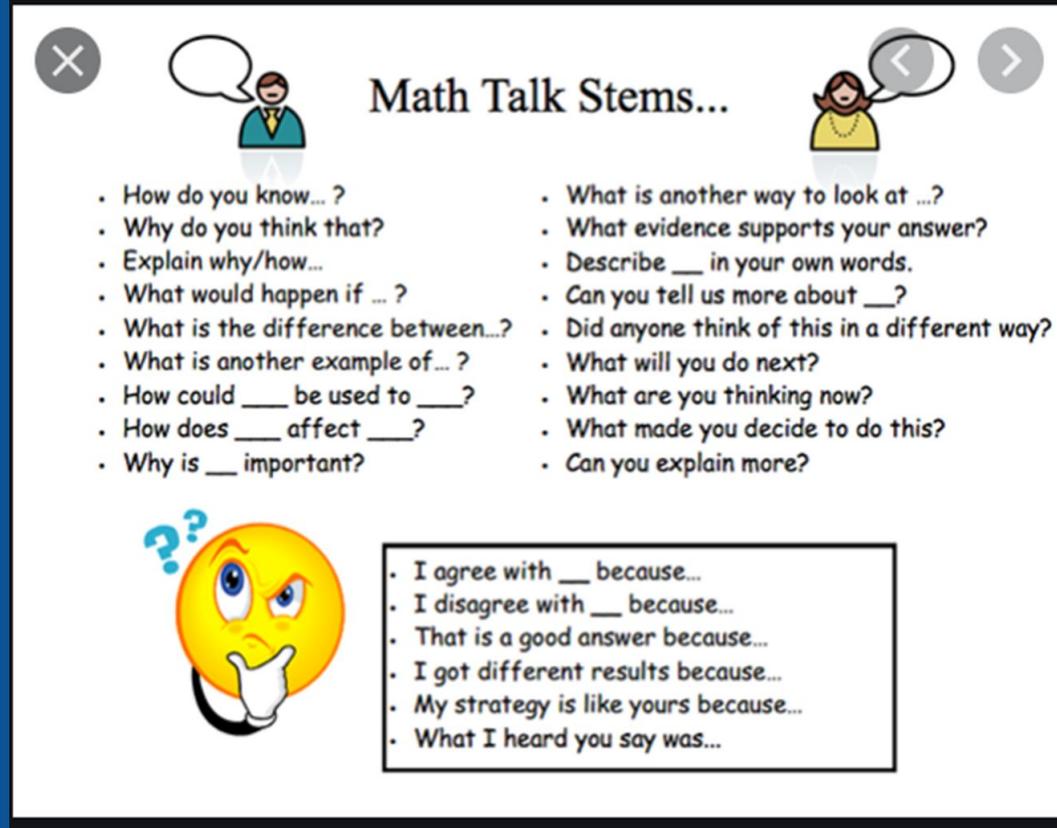


## Key Features of a mastery lesson

- Simple but deep
- Small focus
- Common misconceptions identified
- Conceptual variation – moving from one representation of the concept to another
- Procedural variation – how it can be tackled and represented
- Discussion – the answer is only the beginning
- Whole class teaching.
- Ping-Pong style – providing sufficient scaffold for all pupils to access
- Repetition and choring
- Precision in the use of mathematical language
- Carefully chosen examples and representations to draw out the essence of the concept (conceptual variation)
- Intelligent practice

# How can you help your child at home?

- Help with learning key number facts (number bonds, times tables etc.)
- Encourage daily practice of fluency/number facts
- Questioning rather than telling the answer- use talk stems to help discussion



## Math Talk Stems...

- How do you know... ?
- Why do you think that?
- Explain why/how...
- What would happen if ... ?
- What is the difference between...?
- What is another example of... ?
- How could \_\_\_ be used to \_\_\_?
- How does \_\_\_ affect \_\_\_?
- Why is \_\_\_ important?
- What is another way to look at ...?
- What evidence supports your answer?
- Describe \_\_\_ in your own words.
- Can you tell us more about \_\_\_?
- Did anyone think of this in a different way?
- What will you do next?
- What are you thinking now?
- What made you decide to do this?
- Can you explain more?



- I agree with \_\_\_ because...
- I disagree with \_\_\_ because...
- That is a good answer because...
- I got different results because...
- My strategy is like yours because...
- What I heard you say was...

“When you are working with a child on maths it is important to be as enthusiastic as possible about maths. This is hard if you have had bad mathematical experiences, but it is very important. Parents, especially mothers of girls, should never, ever say I was useless at maths! Research tells us that this is a very damaging message, especially for young girls.”

Jo Boaler

## Useful documents/resources:

- Our calculation policies
- -List of key resources
- -Mathsbot website- interactive manipulatives  
<https://mathsbot.com/manipulativeMenu>
- -White Rose maths app
- Hit the Button <https://www.topmarks.co.uk/maths-games/hit-the-button>
- Maths Shed <https://www.mathshed.com/en-gb/>
- White Rose Parent Support <https://whiterosemaths.com/advice-and-guidance>

<https://mathsbot.com/>

### Manipulatives

Double Sided Counters

Algebra Discs

Algebra Tiles

Bar Modelling

Coins

Coordinate Pegboard

Counters

Counters - Directed

Counters - Double Sided

Counters - Place Value

Counting Stick

Cuisenaire Rods

Dienes Blocks

Equation Solver

$2x + -2 = -1x + 3$

Fraction Wall

Geoboard