

Maths Information Meeting

- Mastery
- Maths boxes
- Homework
- Targets

Children must have a good working knowledge of skills.

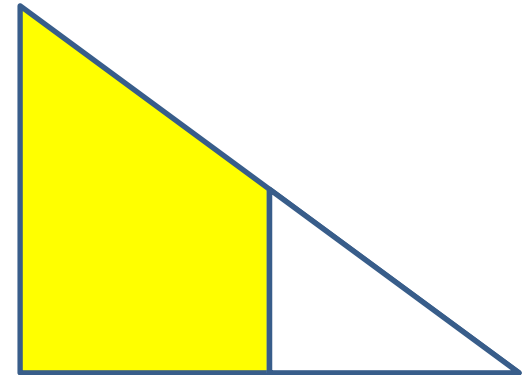
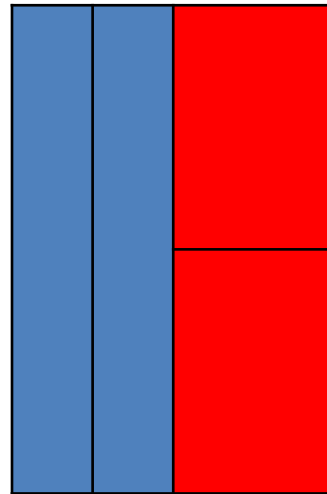
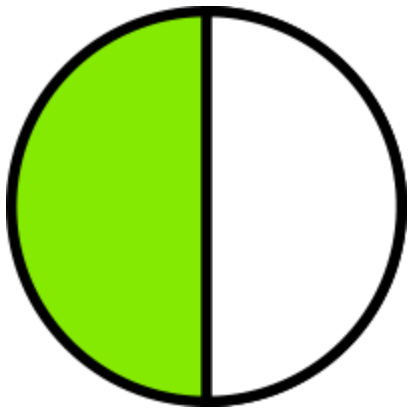
- Counting
- Place value
- Number facts including tables.
- Fractions
- Ability to calculate using a taught method.

What is mastery?

- Mastery is for all children
- Mastery is exploring and discovering maths for themselves.
- Mastery is about children bring their ideas and us shaping and refining these into efficient methods.
- Mastery is about problems solving and reasoning.
- Children are taught the curriculum for their year group and understanding is deepen rather than moving on to another year groups.

Develop children's reasoning and problem solving.

- Children are given examples that are obvious, peculiar and not true ensure a deepen understanding is secured.



Maths Boxes

To support children ability to reason and solve problems.

To give children access to resources when they need them allowing children to select resources they need when they need them.

Thank you for your support with the fundraising.

Maths Homework

- The purpose of maths homework is to develop key fluency skills.
- Completed maths homework is rewarded.
- We are keeping maths homework “Parent Friendly” by focusing on key fluency skills that need regular practise to ensure speed and accuracy.
- 1 minute challenges (number of may vary)
- 1 other piece of homework will be sent home based on targets or work that is being done in class.
- Year 6 will have additional homework to prepare them for SATs.

1 Minute Challenges.

- Children take four 1 minute challenges home each week to complete.
- These are simple fluency tasks e.g- doubles, tables number bonds.
- The task will be repetitive so that speed is improved.
- It is important that children do these over a series of days so that they have regular short practise as completing it all on one day has little impact on children's speed and accuracy.
- Children should aim to complete more correctly answered questions each day.
- Children may not complete all questions in a minute.

Marking Homework

- 1 minute challenges should be marked at home by the parent and a score recorded.
- Other maths homework collected in and checked by teachers.
- Children who complete homework will be rewarded. This may include:- stickers, sweets, certificates, points or sometimes prizes.

Tables

A key area parents can support children is in their learning of tables. This is a key skill that enables children to be successful mathematicians.

From 2019 children will have to sit a government set tables test.

How to help

- Sing tables with you children regularly - maths rockx are tables set to pop songs.
- Skip counting.
- Online tables games- Top marks- hit the button, BBC skillswise, primaryhomeworkhelp.co.uk- maths zone, www.timestables.co.uk. There are others if you find a good website please share it with us.
- Tables rhymes for individual tables- The trick ones!
- Times table rock stars.

Skip counting

- 3 Mary had a little lamb.
- 4 row row row your boat
- 6 when the saints go marching in
- 7 happy birthday
- 8 jingle bells

Rhymes for tricky tables

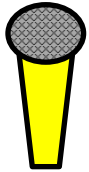
- Six and six magic tricks, abracadabra thirty-six ($6 \times 6 = 36$)
- I know and you do too six times seven is forty-two ($6 \times 7 = 42$)
- Six and eight are running late! How many minutes? Forty-eight! ($6 \times 8 = 48$)
- (your child's name) and Niall in a line seven times seven is forty nine. ($7 \times 7 = 49$)
- 5,6, 7, 8 56 equals 7×8
- He ate and he ate he was sick on the floor $8 \times 8 = 64$
- Reach up high then touch the floor nine times six is 54.
- When multiplying ones, don't forget: What you see is what you get!
- Why not try making your own up! We'd love to hear them.

Vocabulary

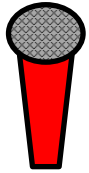
- HTU are now hundreds tens and ones (HTO).

Developing Thinking Skills and reasoning in Maths

We have introduced coloured microphones to support children's reasoning and problem solving.



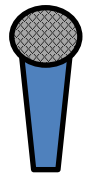
Explain it



Use it



Prove it



Convince me