

Maths in Eyrescroft











Annie earns £1,325 per week.

How much would he earn in 4 weeks?

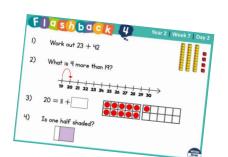
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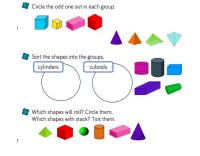


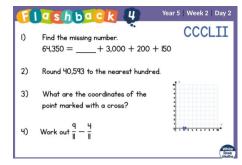


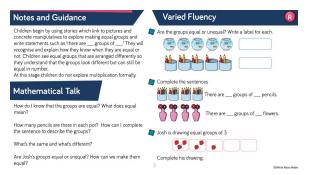
To ensure high standards of teaching and learning in Maths, we use White Rose throughout the school, which is a revolving curriculum with strong links to the National Curriculum.

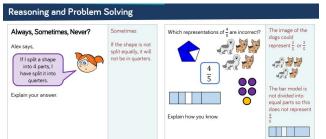
White Rose is planned through small steps, each of the objectives are broken down into fluency, reasoning and problem solving activities.

We have daily Maths inputs which all children have access to. These lessons are delivered through White Rose and follow the guidance to ensure all areas are covered. Skills are taught in the sessions for children to then apply the sessions with support during a variety of learning tasks.



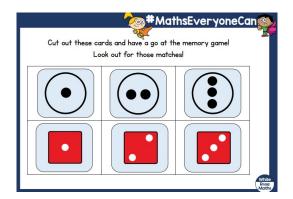






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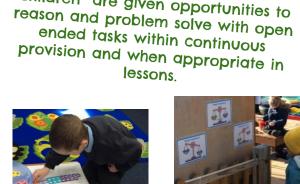


Concrete resources are out each lesson, children can also get their own out if they wish to use different resources. Pictorial representations are drawn in their books until this support is no longer needed..









Children are given opportunities to





















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To make equal groups we put two counters in each circle. There are eight counters in four circles altogether.

Teddy, year 1

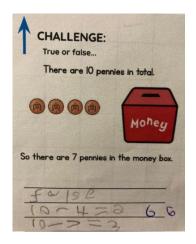
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6	3 4	-	4	2	1.1	2	1	1	

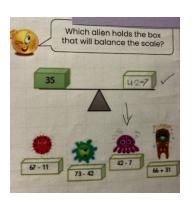
We made seven towers with five cubes. Then we counted the number of towers to practice our 5 times tables.

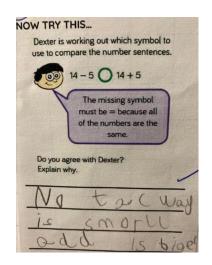
7x5=35.

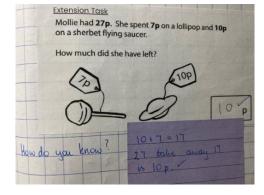
Ava, year 2

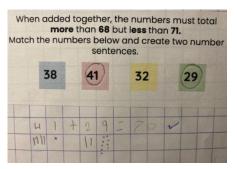
When appropriate every lesson has a reasoning and challenge element. This contains a mix of White Rose, test base and teacher generated questions.

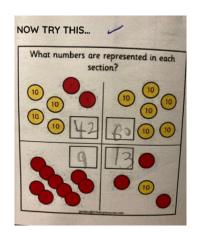


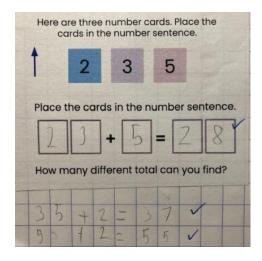












To promote fluency in times tables, each class has daily times tables activity.



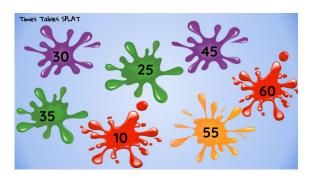




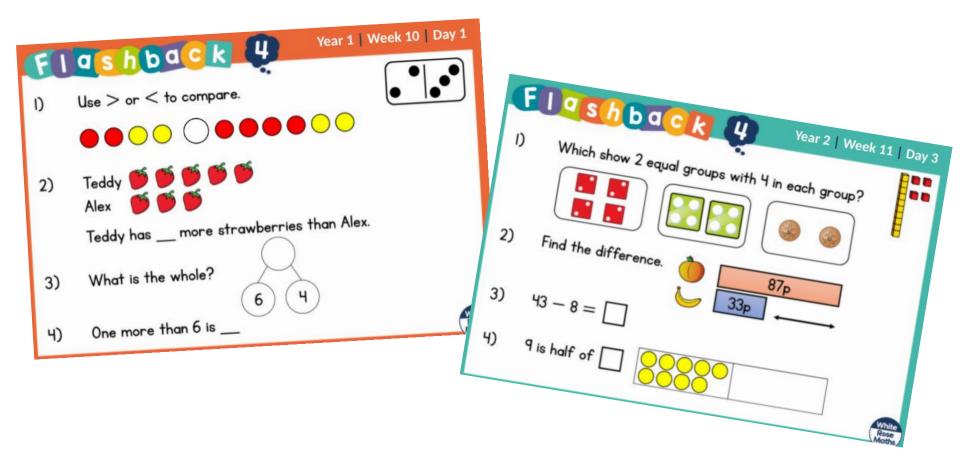








All classes complete Flashback 4 everyday. This aids fluency and allows children to apply their understanding to problem solving tasks. Teachers mark this with the children and address misconceptions straight away.





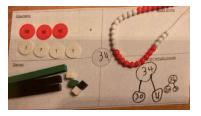
We use grids and Base 10 to help us multiply 2-digit numbers by 2-digit numbers. All Year groups use manipulatives as needed to reinforce children's learning and cement abstract concepts in children's minds. As children become secure with concrete resources and can explain the step by step procedure they move towards more pictorial representation to support understanding. Where possible teachers use concrete, pictorial and abstract alongside each other, gradually withdrawing the support as children become more secure.



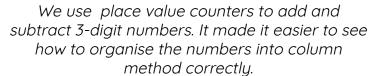






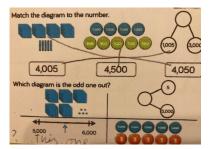


Harry, year 5

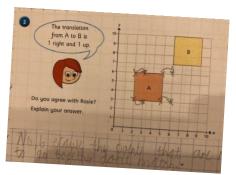


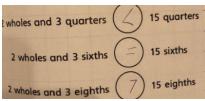
Emilia, year 4



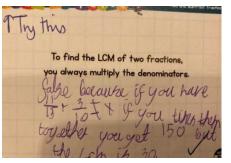


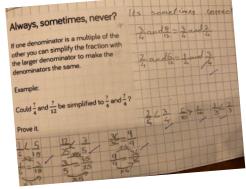
Children often have the opportunity to reason and problem solve during lessons to activate and build prior knowledge and identify patterns and links between mathematical concepts.





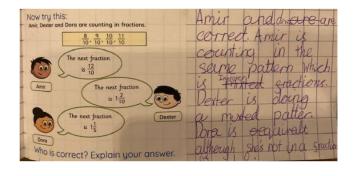


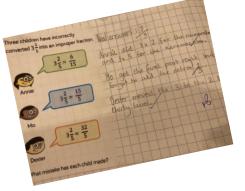




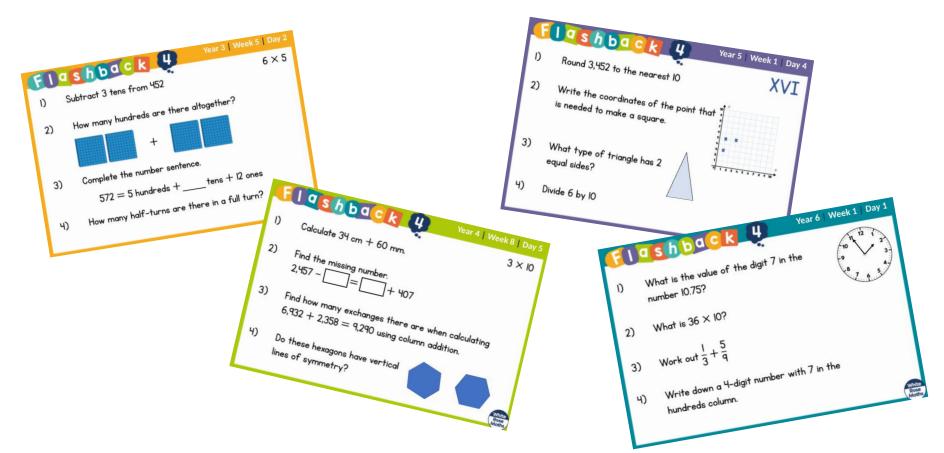




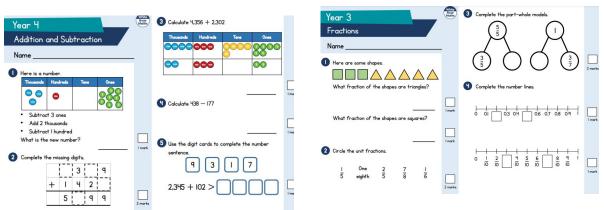


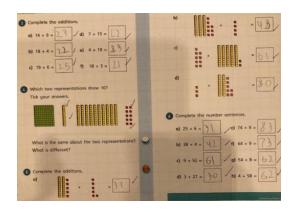


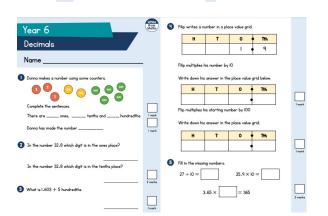
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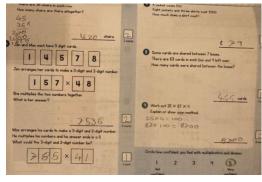


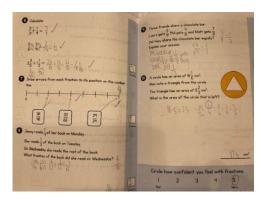
All children complete an end of block assessment when they have finished each topic. These are marked by the class teacher and any misconceptions are addressed to ensure children have made suitable progress.











All children practise their times tables for 5 minutes at the start of every maths lesson.

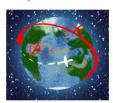
Year 3 practise 3s, 4s and 8s. Year 4 practise 6s, 7s, 9s, 11s & 12s. Children in Year 5 and 6 focus on times tables they have not yet mastered.



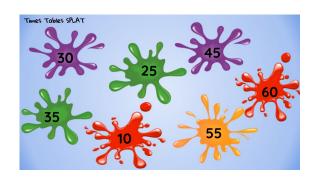
Round the World

Two children next to each other stand up. The teacher calls out a question. Whoever shouts out the answer first stays on and challenges the next child.

Can anyone move all the way round the classroom and beat every child?







The Sheriff Game

Two children stand up at the front, the teacher calls out a time table problem. The first child to say the answer and shout 'Yahoo!' while swinging a lasso over their head stays on to play for sheriff. Children take it in turns to stand up front. If anyone wins 3 consecutive rounds they are declared 'Sheriff'. How many Sheriffs can one class have?



Bingo

Draw a bingo board on your whiteboard. Fill it with 6 products from one times table (EG: for the 3 times table you could write 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33 or 36). The teacher calls out a times table question (2x3), if you have 6 you cross it out. First person to cross out all their numbers is the winner.



