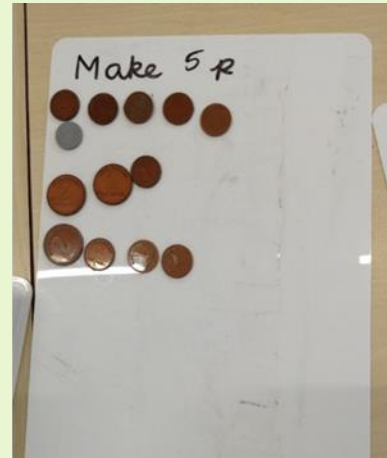
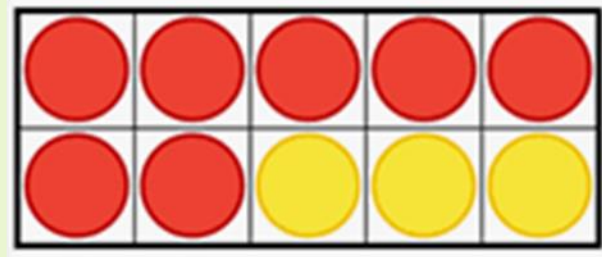


Maths at Saint Alban and Saint Stephen Catholic Primary School & Nursery

Meeting for KS1 Parents
14th February 2025



Our aim at Saint Alban and Saint Stephen Catholic Primary School and Nursery is that children will learn to be confident in exploring and using a wide range of maths skills that they can build on in their future learning and use in their adult lives.

The purpose of Maths is the pursuit for truth, and the thinking skills developed through the Maths Curriculum should inspire learners to be innovative, creative, critical and analytical learners. Enjoying the beauty of Maths enables learners to engage with the transcendent dimensions of life. It will inspire them to become the pioneers and inventors of today and the future.

How Children Learn Maths

- ▶ Using practical mathematical resources
- ▶ Exploring and investigating
- ▶ Using Talk for Learning
- ▶ Representing learning using pictures and then more abstract.



Herts for Learning Essential Maths Scheme

- ▶ Across both sites ensuring consistency and progression.
- ▶ Sequences of lessons for each year group.
- ▶ High emphasis on using mathematical equipment for practical learning.
- ▶ Problem solving skills embedded throughout.
- ▶ Children learn to record using pictorial representations and more abstract recording, e.g. number sentences.
- ▶ Talk for learning is important - speaking frames support children's use of mathematical language.

Speaking frames

Finding Combinations of Coins for Different Values Speaking Frame

The ... rod represents $\square p$.

To make $\square p$ you can combine a $\square p$ coin, $\square p$ coin ...

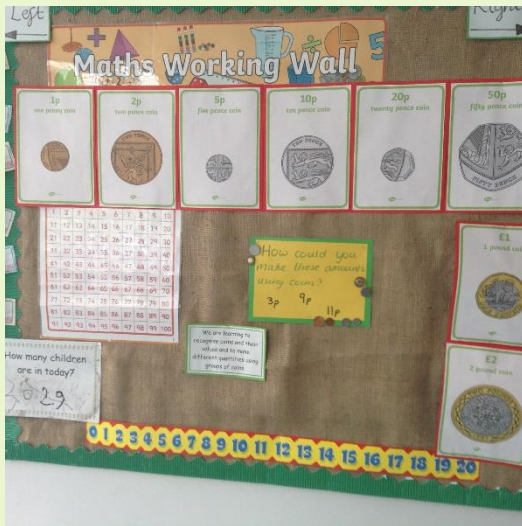
So

$\square p$ is equal to $\square p$ and $\square p$...

$$\square p = \square p + \square p + \dots$$

Our Classroom Environments

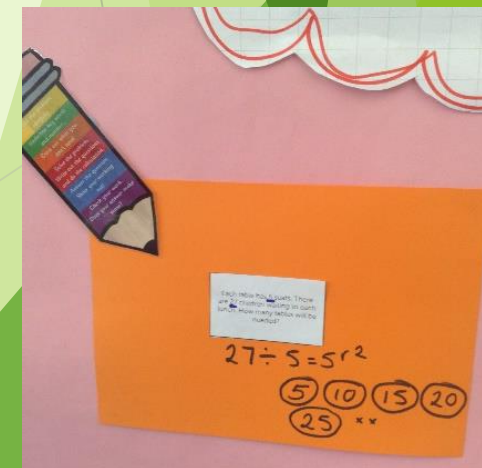
- ▶ Children are encouraged to access a wide range of resources independently.
- ▶ Working walls and interactive maths displays encourage pupil learning.



Year 1

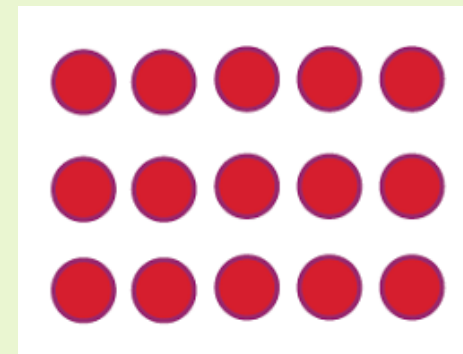
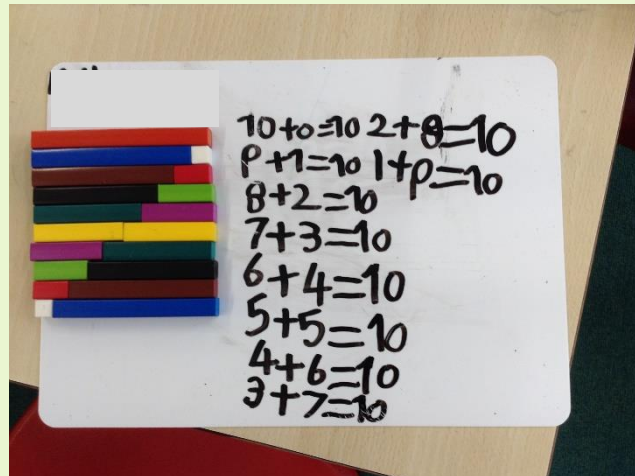
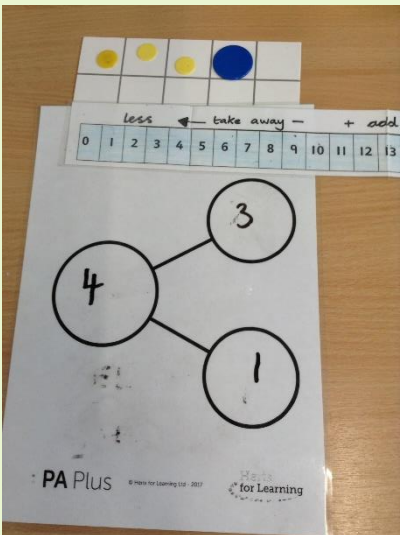
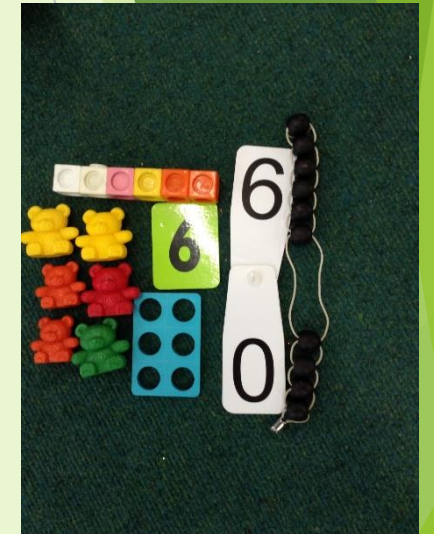
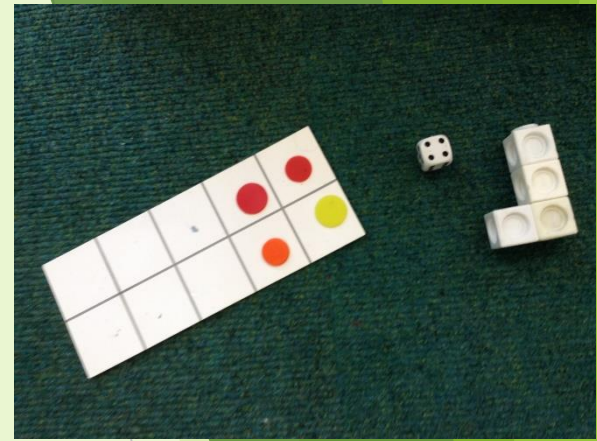


Year 2



Maths in Key Stage 1

- ▶ Continue to develop subitising skills, e.g. with tens frames.
- ▶ Representing and regrouping numbers in different ways.
- ▶ Place value - what each digit represents in a 2 digit number.
- ▶ Recognising odd and even numbers.
- ▶ Discovering the link between addition and subtraction.
- ▶ Practical multiplication and division - grouping and arrays.



Numicon

Teens numbers - tens and ones

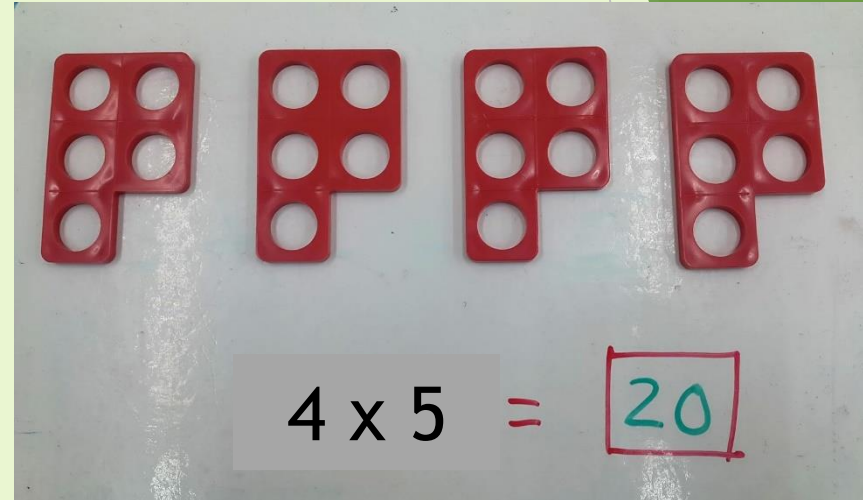


Odd and even numbers



Number bonds to 10

Multiplication



Explore equivalence

Place Value

The image shows a place value chart for the number 24. The chart is divided into two columns: "Tens" and "Ones". In the "Tens" column, there are two green sticks representing 2 tens. In the "Ones" column, there are four yellow blocks representing 4 ones. To the left of the chart, the number 24 is written in a circle, with a string attached to a smaller circle containing the number 20. The chart is labeled "Tens Frame" and "PA Plus".

Tens	Ones
■ ■	■ ■ ■ ■

PA Plus

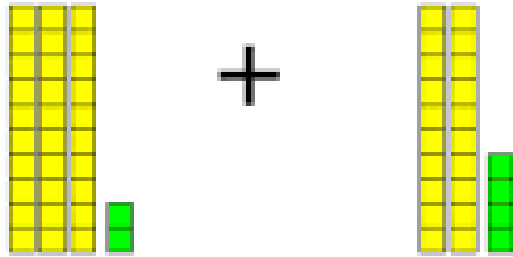
24

Herts for Learning

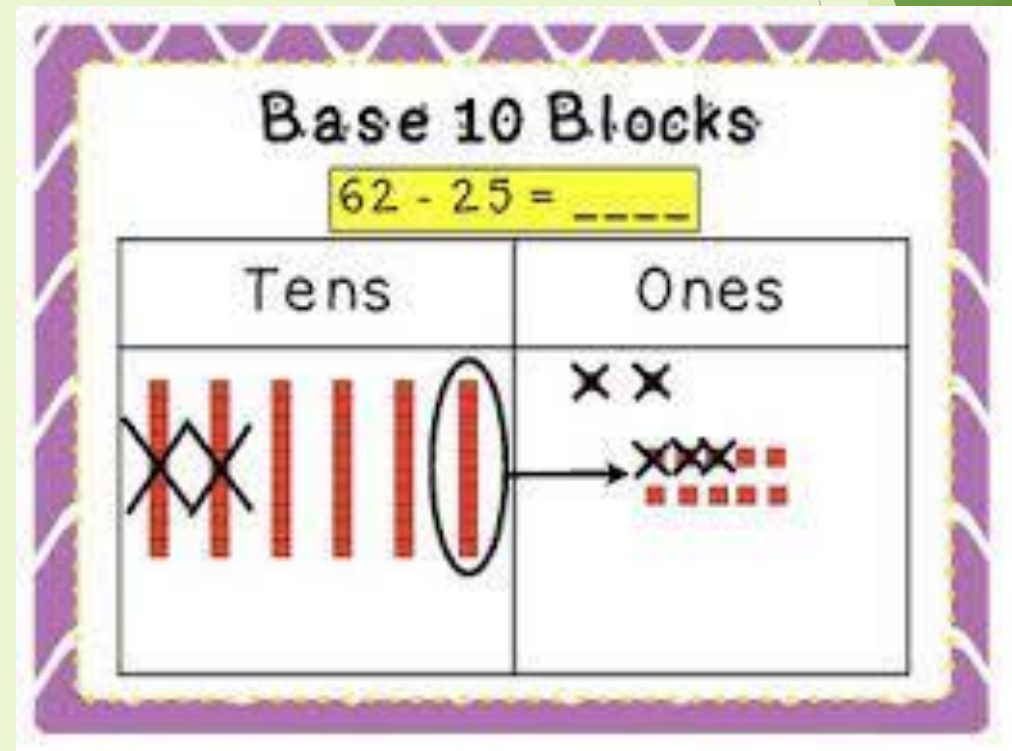
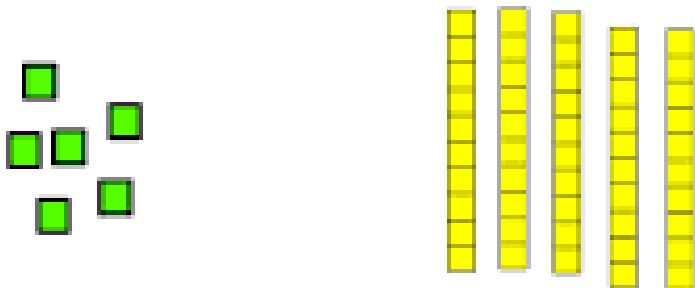
Addition and Subtraction

Base Ten

I can add two digit numbers



Count the ones and then the tens

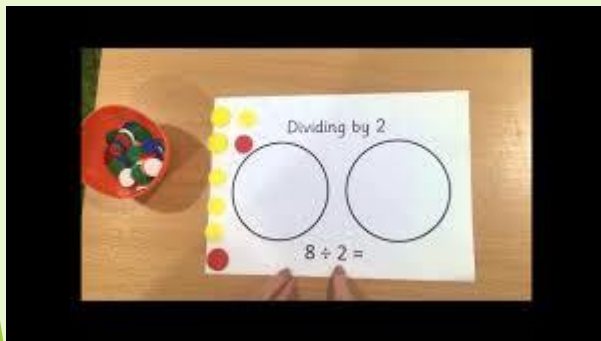


Regrouping - making different groups to represent different numbers
e.g. regrouping 1 ten into 10 ones.

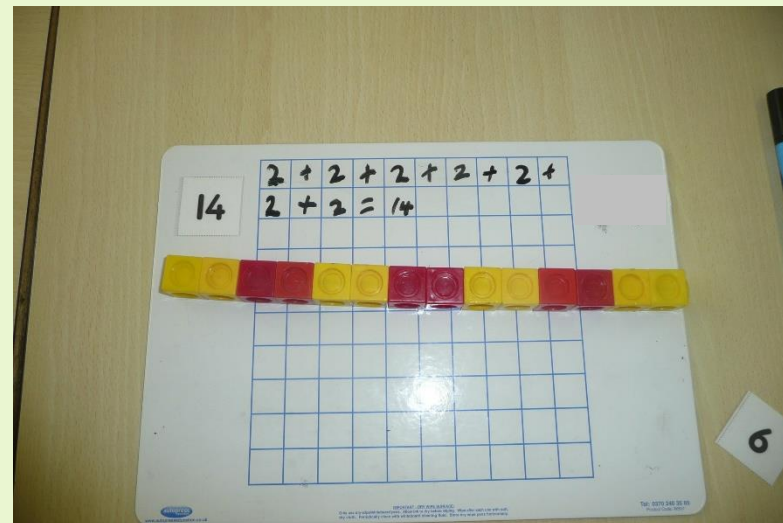
Multiplication and Division

2x, 5x, 10x and 3x tables

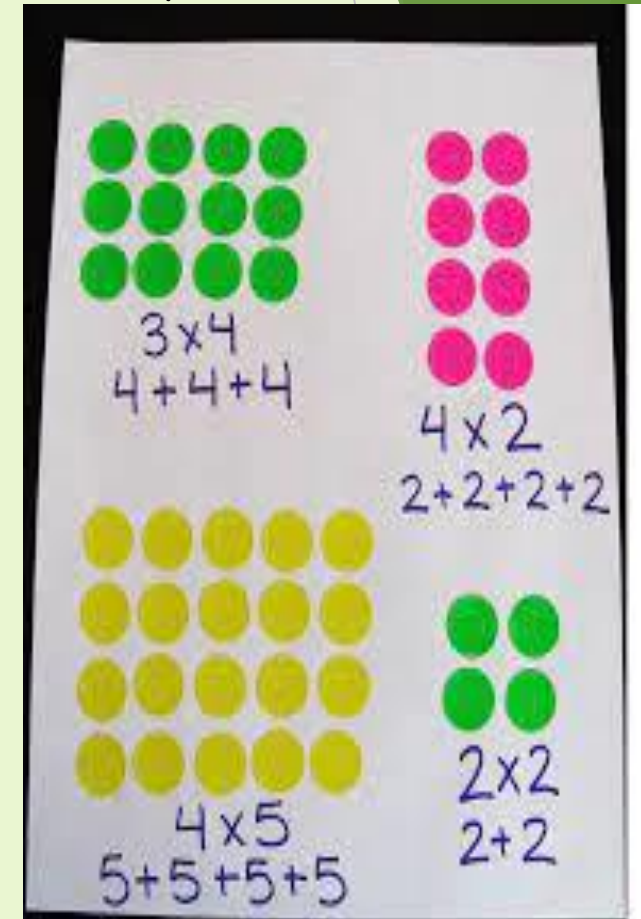
Sharing



Grouping

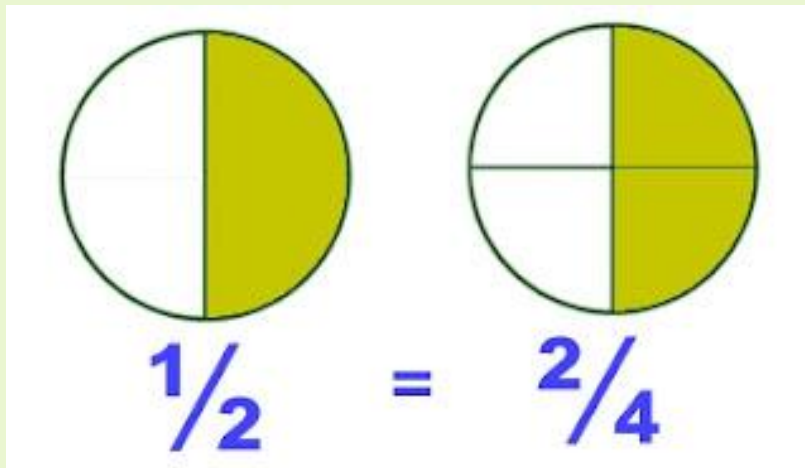


Arrays

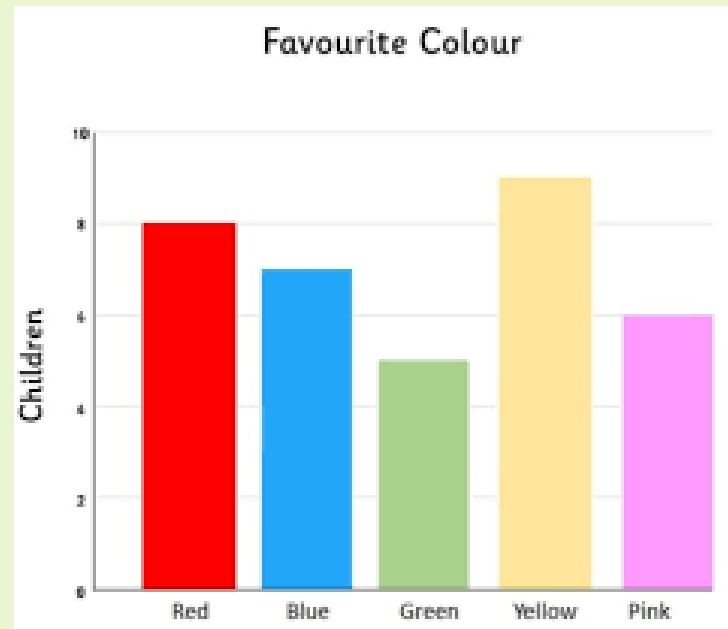
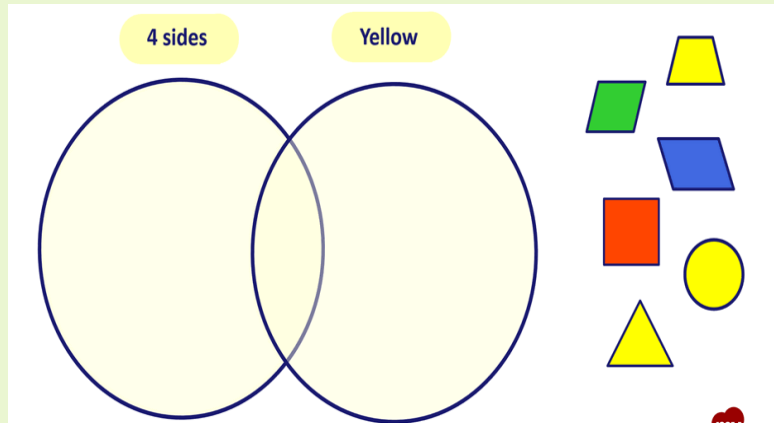


Fractions

- Fractions of shape
- Fractions of numbers
- Equivalent fractions
- Links to multiplication and division



Data Handling



No. of fruits	Tally Marks
Apples	III
Oranges	IIII
Pineapples	I

Carroll Diagram

Press F11 to switch to/from full screen Start Again

Drag and drop each shape to its correct position in the diagram

	Regular Polygons	Not Regular Polygons
Quadrilaterals		
Not Quadrilaterals		

Print

Measures



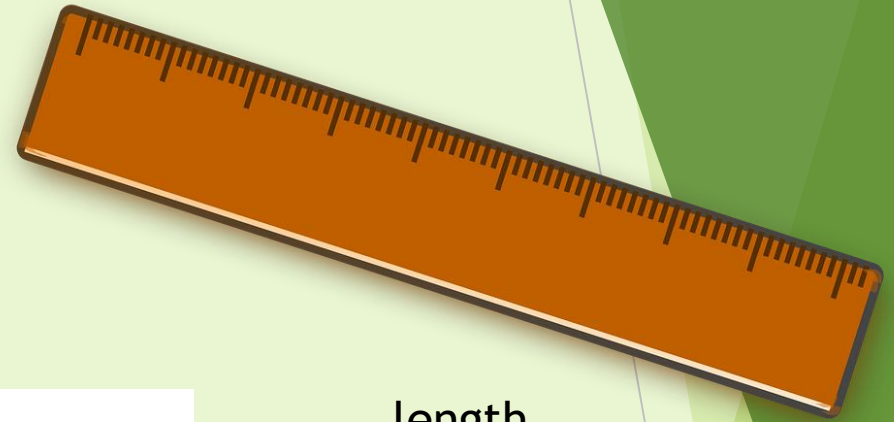
Mass



capacity



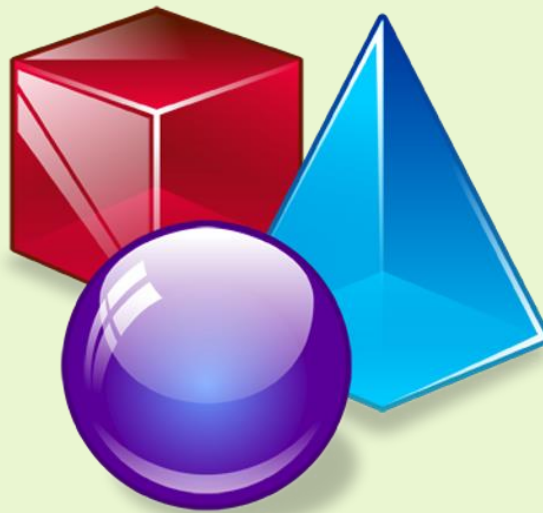
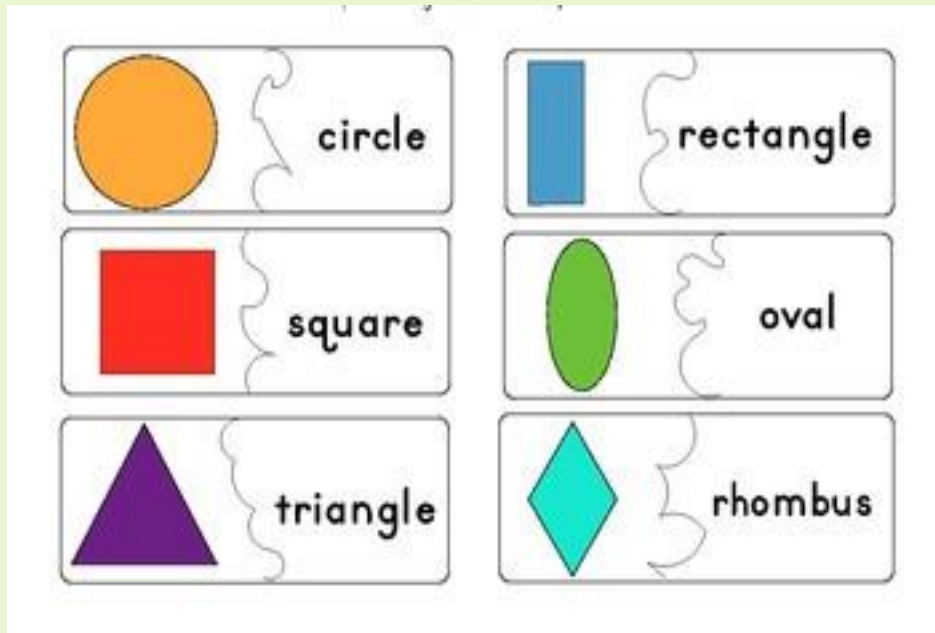
time



length

Shape

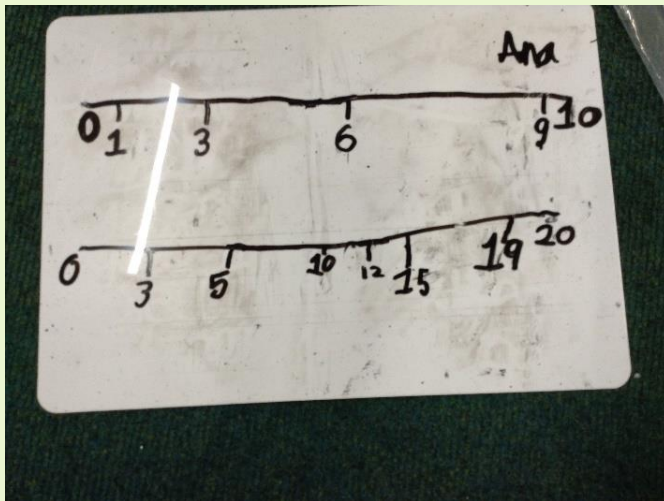
Name and describe 2D and 3D shapes.



- face
- vertices
- edge
- curved
- flat
- surface

Maths Fluency

- ▶ Children spend 10-15 minutes per day on Maths fluency.
- ▶ Revisit previous maths learning
- ▶ Develop quick recall of number facts.

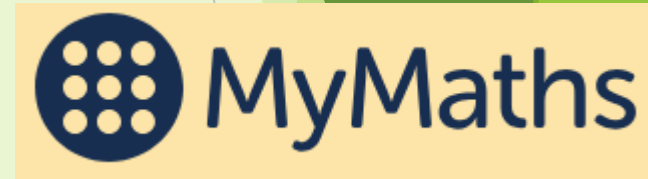


Home Learning

- ▶ Maths choices on Home Learning Grid
- ▶ Weekly homework - using board games for younger children, My Maths (completing tasks set by teachers)
- ▶ Times Tables Rock Stars and Numbots online maths.

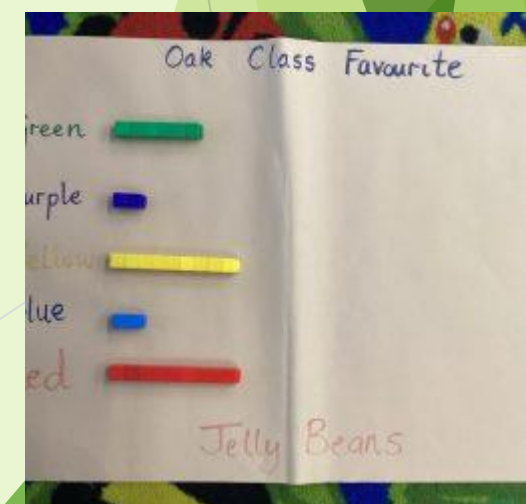
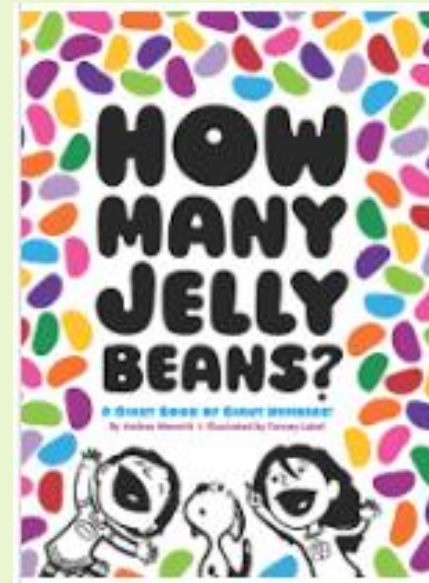
Home Learning Grid - Spring 1				Our Topic: Polar Apart	
Science Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?	Maths Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?	English Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?	Art Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?	History Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?	PSHE Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?
PE Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?	English Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?	Maths Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?	Wider Curriculum Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?	English Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?	Maths Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?

Year 2 Home Learning - Spring 1 2024			
English		Maths	
Write your own adventure story about 'Frosty Man or one of your sea toys. Where did they go? What happened?'	Create a question: What is your favourite animal/food/prize?	Read one of the parables of Jesus. Can you recall the story using a picture, model or drawing? What can Christians learn from the story that you have chosen?	Create a model of a candle for Christmas and think of some of the ways that you can be like Jesus.
Things to include: <ul style="list-style-type: none"> An interesting place Some great words to describe the place Some danger Full stops and capital letters (of course) Coherence to extend your sentences. 	Watch the video below to learn more about expanded noun phrases.	Create a board game to help you to learn the 2, 5 and 10 times tables.	Create your own look-alike showing the look in the book. This could be a drawing or a 3D model.
Write a story answering the question 'What if...?'	Write a list of adjectives to describe a person.	How many adjectives can you add to these sentences? Draw pictures to show your learning as a poster.	Draw a clock face and illustrate how to tell the time to 5 minutes intervals.
Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?	Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?	Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?	Think about the different types of animals that live in the Arctic. What are the adaptations that help them survive?



Making Maths Fun!

- ▶ Maths Week
- ▶ NSPCC Number Day
- ▶ Children dressed up with numbers
- ▶ Art activities with maths theme
- ▶ Maths stories
- ▶ Outdoor learning.



Additional Ways To Support Maths At Home.

- ▶ Cooking - uses variety of Maths skills in real life contexts - such as weighing, reading a scale and time.
- ▶ Playing board games - dice reinforce subitising skills, moving counters 1:1 correspondence, snakes and ladders develops number recognition, addition and subtraction.
- ▶ Tell stories - e.g. addition or subtraction.
- ▶ Card games and dominoes.
- ▶ Looking at clocks at home - analogue and digital.
- ▶ Money - playing shopping games and giving children opportunities to use money in real life situations.
- ▶ Online learning:

