

Forbairt na Matamaitice

Taithí phraiticiúil

Stáisiúin

- 4 ghrúpa/5 ghrúpa
- 6/7 i ngach grúpa
- Múinteoir ranga, múinteoir tacaíochta foghlama, múinteoir achmhainne, cuntóir ranga. (Meitheal)
- Is féidir le grúpa amháin a fhágáil gan duine fásta más gá.
- 10 nóiméad. Bogann na páistí.

Am breise don mhata.

Grúpaí beaga roinnte o thaobh ábaltachta de.

Is féidir an obair a chur in oiriúint don ghrúpa.

Deis ag páistí labhairt.

Gníomhach

Is breá leis na páistí iad.

Dearcadh dearfach i dtaobh mata.

Múinteoirí an-tógtha leis.

Éagsúlacht.

Achmhainní do ghrúpa seachas rang.

Gníomhaíochtaí do na stáisiúin.

Cluichí:

Bingó iolrú & roinnt

Wrap-ups

Clever Counters

Number Crunchers

Cártaí

Dúradáin- suimiú, iolrú, codáin

Meaitseáil –aimsigh na péirí: iolrú, roinnt, roinnt le fuíollach, am dhigiteach & analóg, céatadáin & deacúacha & codáin.

Target Boards

Number Fans

Fraction Dominoes

Sina laying Game

Polydrons

Uimhreacha Príomha-Criathar Eratastainéas

Lattice Multiplication

Áireamháin

2	1	8
10	2	3
5	5	7

20



Targetboard
Study Smarter Not Harder

4	7	2	5
10	2	33	13
5	1	8	15
100	27	25	8

Target: 50

Am

8:30	10:30	12:45	10:45
11:15	9:00	7:00	12:00
10:00	12:15	8:30	10:15

Taispeáin gach am ar an gclog.

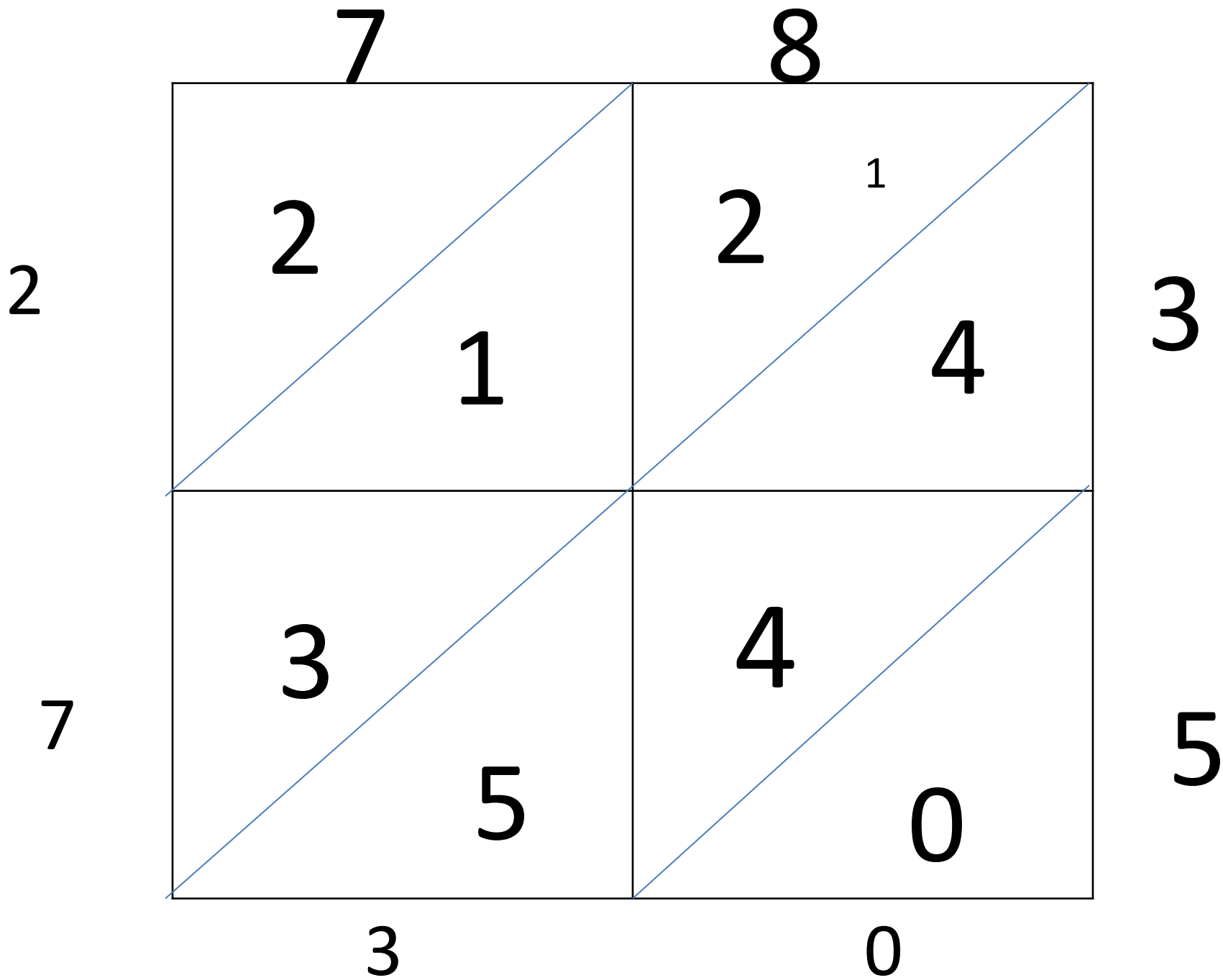
Cén t-am é 15 nóiméad roimhe sin/ i ndiaidh sin?

Cén t-am é $\frac{1}{2}$ uair a chloig níos luaithe/níos deireannaí?

Cuirfidh mise mo mhéar ar am agus caithfidh tusa insint dom cé mhéad nóiméad go dtí an chéad uair a chloig eile

Tá gach am sa chéad line sa tráthnóna. Cén t-am é 24 uair a chloig?

Táim chun mo mhéar a leagan ar dhá am agus caithfidh tusa insint dom cé mhéad nóiméad idir an dá am sin.



Show Most

Use cards 1 (Ace) to 10 of all four suits. Ideally four children should play this game. Deal out ten cards to each player. Each player hold his/her cards and does not look at them.

Each player turns over the top two cards in their pile in front of them. The player adds the two cards together, for example, 2 and 6 = 8. They call out the total. The player showing the highest total wins a cube/counter. If two or more players have the same highest value, both players win a cube/counter. Continue turning over the cards as described above. Whoever has the most cubes/counters at the end of the game is the winner.

**Making tables add up
– again!**

Factors contributing to Maths anxiety

- A poor understanding of maths
- The abstract nature of maths
- Inappropriate instruction (instruction that does not differentiate for the range of learners in a group)
- Badly designed work tasks
- A curriculum that does not take account of the range of learners at whom it is targeted
- Constant under-achievement
- Teacher's attitudes
- Parental attitudes
- The pressure of having to do maths quickly
- The extreme judgemental nature of maths, that is answers are almost always judged as right or wrong.

Stáitéisí a mhúineadh. Doubles Doubles + 1
Visualiser

Cairteanna ar an mballa.

An teanga a úsáidimid 3-7 'ní féidir' $3 \div 6$?
X10 Cuir 0 leis an uimhir. 1.5×10 ?

An modh atá sa leabhar a úsáid. Obair bhaile.

Meastachán an-tábhachtach.

Roinnt fhada. Déan gnáth roinnt ag úsáid modh roinnt fhada. Déan roinnt fhada an bealach eile.

S	T	O	P

S	T	O	P
3	9	10	16
14	20	1	11
13	8	4	5
2	19	12	18

1+0 1+1 2+1 2+2 4+1

3+3 1+6 4+4 7+2 5+5

10+1 6+6 3+10 7+7 5+10

8+8 9+8 9+9 10+9 10+10

30-10 20-1 20-2 20-3 10+6

20-5 6+8 9+4 5+7 7+4

20-10 10-1 10-2 10-3 7-1

6-1 7-3 6-3 4-2 10-9

Adding pounds, shillings and pence.

£.	s.	d.
1.	12.	6.
51.	6.	2.
187.	2.	1.
456.	18.	9.
25.	7.	6.
	14.	9.
<hr/>		
£725.	3s	9d
<hr/>		

LOGIC:

3rd column: total 33d = 2s 9d. Enter 9, carry forward 2s

2nd column: total 61+2 = 63s = £5. 3s. Enter 3, carry forward 5.

1st column: total 720+5 = £725



The Trouble With Maths

A practical guide to helping learners with numeracy difficulties

Steve Chinn

x	0	1	2	3	4	5	6	7	8	9	10
0											
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											

121 facts

21 facts

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

$$4x = 2x + 2x$$

$$6x = 5x + 1x$$

$$7x = 5x + 2x$$

$$56 = 7 \times 8$$

$$9x = 10x - 1x$$

$$8 \times 8$$

$$x+7=24$$

$$x+(7-7)=24-7$$

$$x=17$$

$$x-8=16$$

$$x-8+8=16+8$$

$$x=24$$

A few golden rules

- Don't create anxiety.
- Experiencing success reduces anxiety
- Experiencing failure increases anxiety
- Understand your pupils as individuals
- Teach to the individual in the group... Also known as the 'Teach more than one way to do things' rule
- Remember where each topic leads mathematically
- Understanding is a more robust outcome than just recall
- Try to understand errors... Don't just settle for 'wrong'
- Prevention is better than cure.
- All the above rules have exceptions.

Tom Lehrer New Maths

- Pa and Ma Kettle do maths