



MATHEMATICS AT Meir Heath



What a lesson looks like...



- Key mathematical vocabulary
- 'Same but Different' / Quick Maths
- Retrieval and recap
- 'When I grow up'
- Teacher led main teach (including modelling, talk partners, STEM sentences, independent tasks)
- Pupil independent learning tasks (CT guided group)
- Additional mathematical challenges linked to WALT
- Whole class marking with teacher modelling methods

Declarative Knowledge - Facts and formulae

'I know that...'

- KIRFS
- TT Rockstars
- Mastering Number

Procedural Knowledge - Methods

'I know how...'

- Arithmetic -SODA/MODA

Conditional Knowledge - Reasoning and problem solving

'I know when...'

- Power Maths

Maths beyond MHA

- Natwest 'MoneySense' workshops for pupils
- KS1 - 'How we use money'
- KS2 - Money Management
- Closing gaps in learning for Year 6 pupils ready for KS3 curriculum

Maths in EYFS

- Power Maths scheme
- Mastering Number
- KIRFS



Assessment

Summative Assessment -

- Half-termly Power Maths assessments (arithmetic and reasoning)
- Data analysis of working levels for all pupils sent to maths leader

Formative Assessment -

- Thought provoking questioning
- Voice notes - 'Hear the Thinking'
- Reflect questions

Challenging pupils

- 'Prove it' questions
- In lesson deepening understanding challenges

Cross-curricular learning

Science (measurements, forces, weight, estimating, graphs, data)

Design & Technology (measurements for cooking/baking, weight, ratio/proportion/scale, 2d and 3d shapes)

Geography (scales, distances, temperatures, climates)

History (timelines, Roman numeral, time periods)

CPD

- CORE 5 Termly maths Trust CPD
- CPD delivered to staff on Arithmetic/ SODA/MODA, consistent planning, new assessment, challenging more able students, maths vocabulary, adaptive teaching
- Peer to Peer review

Cultural Capital

- Whole school TT Rockstars Day
- Trust TT Rockstar competition
- Links to Blythe Bridge High School (Y5 Number Day, G&T Year 5 mathematicians)
- DOJO shop - budgeting and saving Dojos for rewards

