

Maths at St Jude's Infant School



The maths curriculum

Children should:

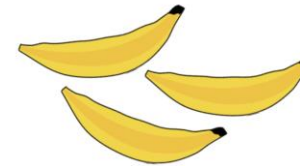
- Become fluent – this is the ability to recall and apply knowledge rapidly and accurately.
 - Reason – explain their thinking using mathematical language.
 - Problem Solve by applying their mathematics to a variety of problems, including breaking down problems into a series of simpler steps and persevering in seeking solutions.
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At St Jude's, we use both White Rose and Mastering Number to deliver our curriculum.

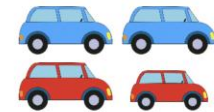
- **Mastering Number** is taught daily in both Reception and KS1 and its aim is to develop firm foundations in number sense.



Counting



Recognising small numbers of objects and making their own collections



Know different ways to 'make' (compose) a number

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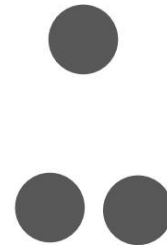
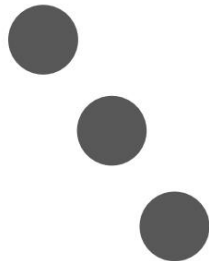
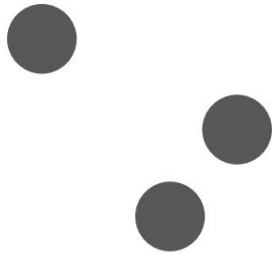
- White Rose is taught for all KS1 maths lessons and some of Reception. It covers place value, addition, subtraction, division, multiplication, shape, space and measures.
- Most children access the same learning concept. This is then adapted for individuals/groups through resources, adult support, extension/challenge activities (reasoning and problem solving).



Subitising

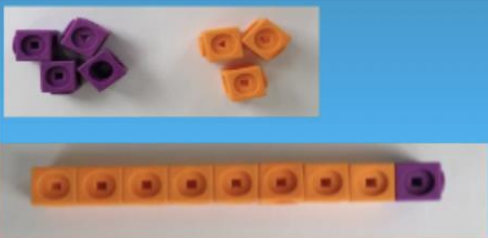
Subitising is the ability to recognise a *small quantity* of objects *without the need to count*.

Sometimes when we subitise we can see two groups at once; if we know that 3 can be 'made' of 2 and 1, then we know how many there are altogether without counting.

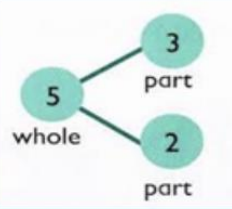




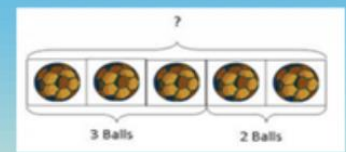
Finds the total number of items in two groups by counting all of them.



Use cubes to add two numbers together as a group or in a bar.



Use pictures to add two numbers together as a group or in a bar.



$3 + 5 = 8$
 $5 + 3 = 8$
 Use the part-part whole diagram as shown above to move into the abstract.



Vocabulary

- Vocabulary and reasoning about maths is really important.
- Displayed in class and shared at the beginning of maths lessons.

For example:

- operations- add, subtract, divide, times, equals
- Comparison- bigger, smaller, more, less, fewer
- Time- after, before, hour, minute

Key learning

RECEPTION

Numbers to 10.

Counting.










Be able to subitise (recognise quantities without counting) .

Number bonds to 5, doubles to 10.

Recognise greater and less than.

Explore and represent patterns.

Count to and beyond 20.

Pat	Sam
	 
	 
	 

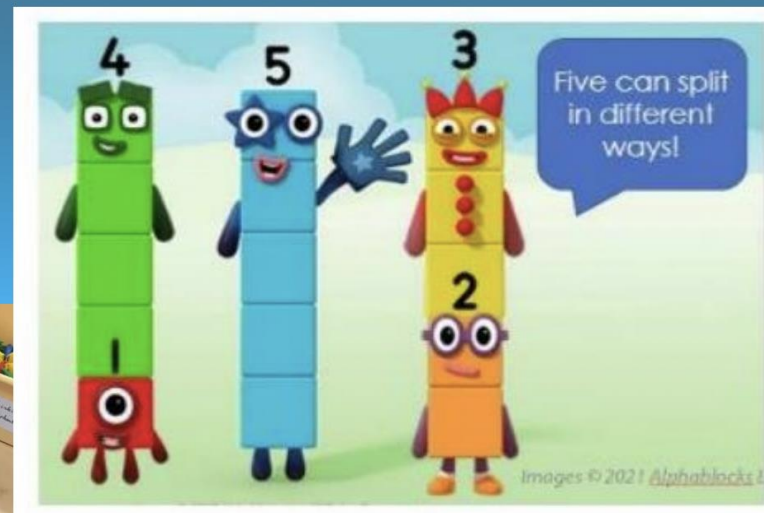
_____ has more than _____ .
_____ has fewer than _____ .



Don't count.
Say the amount.



Fast eyes!



4

5

3

Five can split in different ways!

2

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Key learning

YEAR 1

Working with numbers up to 20.

Fluency with number bonds to 10.

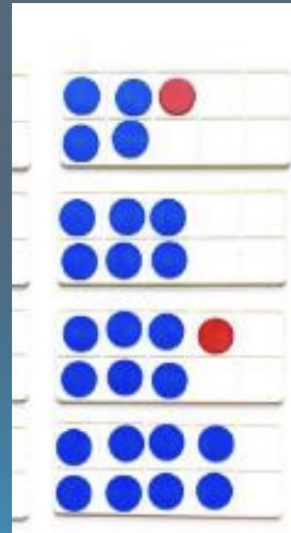
Be able to break up numbers in different ways.

Use symbols to record calculations, including missing number sentences.

Odd and even numbers.

Count within 100

Half and quarter of shapes.



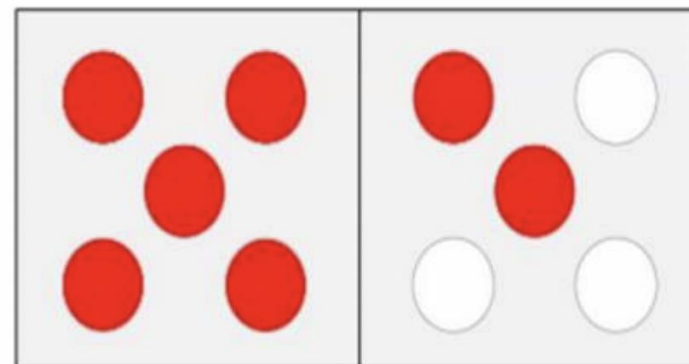
$$0 + 10 = 10$$



$$2 + 8 = 10$$



$$4 + 6 = 10$$



Key learning

YEAR 2

Working with numbers up to 100.

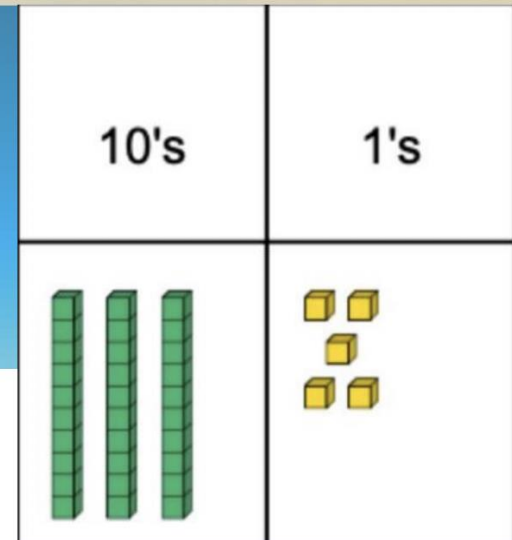
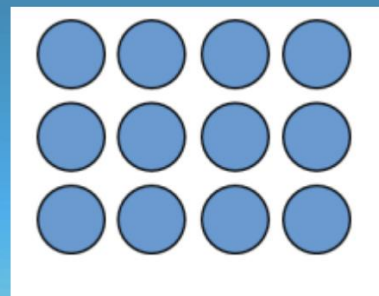
Know the place value of digit numbers and be able to compare them- tens and ones.

Adding and subtracting 2 digit numbers using a variety of methods.

Division and multiplication – 2, 5, 10 x tables

Fractions of shapes and amounts

Use known facts e.g. $7 + 2 = 9$, $70 + 20 = 90$



What can you do at home?



Guide for Parents

NumBots is all about every child achieving the “triple win” of *understanding, recall and fluency* in *mental addition and subtraction*, so that children *move from counting to calculating*.



There are *two play modes* in NumBots that serve different purposes:

STORY MODE - children work through the stages practising their counting and number facts.

PLAYING THE GAME: STORY MODE

The game starts in 'Story Mode'. There are 18 stages - from Rust to Diamond - and each stage is made up of a number of levels. Players start at Rust level 1 and, to unlock the next level, they need to earn at least 2 out of 3 stars.

To earn the 2 or 3 stars required to pass the level, children must demonstrate a level of fluency when answering the questions. This means they must be accurate and timely with their answers; if children get 0 or 1 stars they need to answer more quickly. The game ensures that learners don't move on to the next level until they show they are prepared for it.

Story Mode starts with very basic maths (subitising numbers) and progresses steadily and rigorously to addition and subtraction of double-digit numbers.



All children start with Rusty on **Stage 1** and work their way up to **Stage 18: Diamond**



CHALLENGE MODE - children choose a challenge and race against the clock to see how many questions they can answer correctly in one minute.

PLAYING THE GAME: CHALLENGE MODE

When players complete Stage 3 (Tin): Level 35 in Story Mode, they will unlock Challenge Mode. Here they can race the clock to test themselves on how many questions they can answer correctly in one minute. There are 20 different challenges to choose from; each challenge testing a different skill, for example number bonds to 10, adding single digits or subtracting double digits.





ClassDojo

Reception – look out for the newsletter which outlines what has been taught. Try to go over this at home. Repetition is the key.

KS1 – We will upload what the main expectations of the upcoming unit will be. Look out for the next one.

What can you do at home?

- Use maths in everyday life- cooking, timers, telling the time, sharing sweets, counting stairs.
- Count in 2s, 5s, 10s if secure on 1s.
- Noticing maths around you- I can see 3, I can see 2 and 1.
- Number blocks
- Numbots
- Games- dice are great for subitising.
- Sign up for a parent pack- message to be sent out in the next 2 weeks

