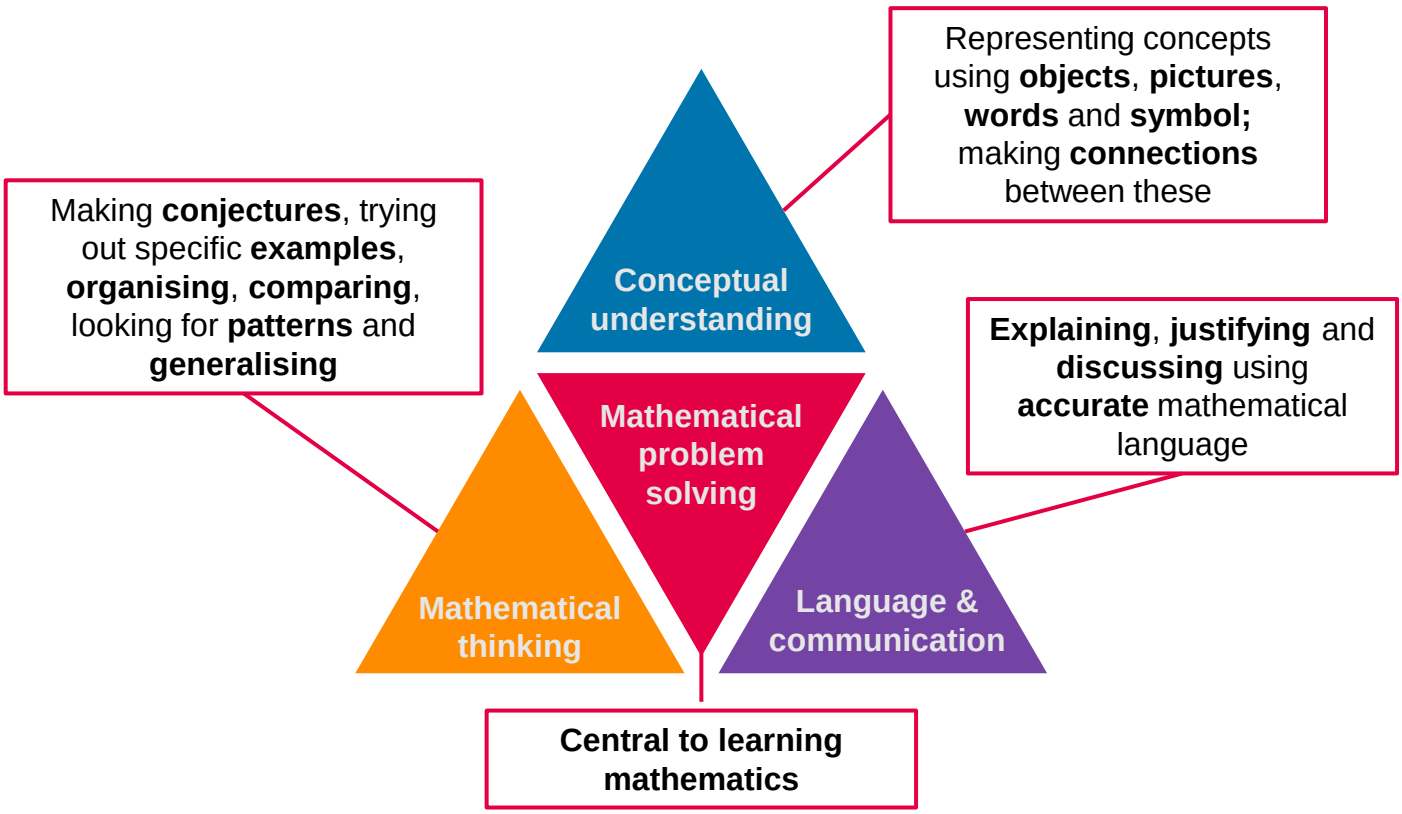
Mathematics Mastery

What is 'Mastery'?

The 'mastery approach' to teaching mathematics is the underlying principle of Mathematics Mastery. Instead of learning mathematical procedures by rote, we want your child to build a deep understanding of concepts which will enable them to apply their learning in different situations. To achieve this we aim to develop pupils' **Conceptual Understanding, Mathematical Thinking** and **Language and Communication.** (See diagram below).



Success for all

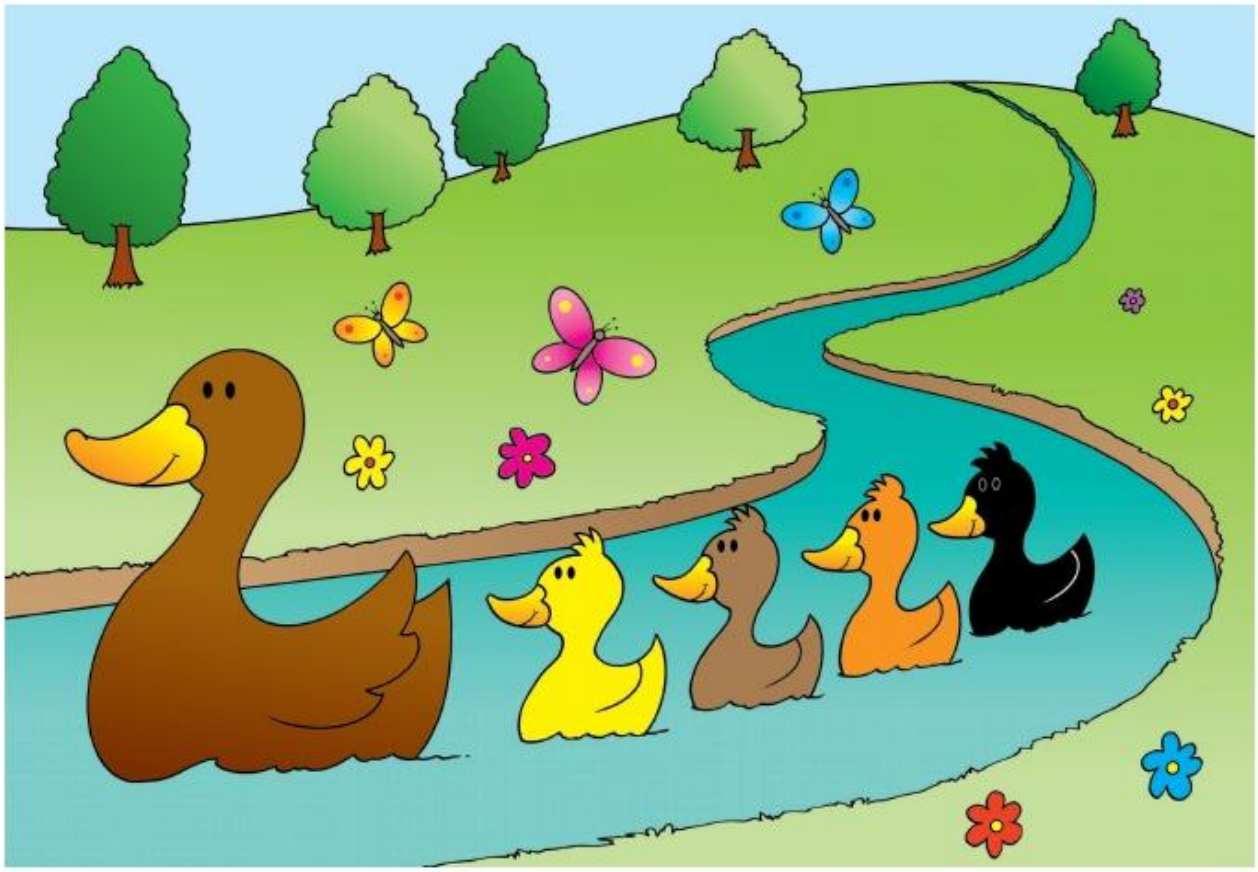
At school we believe **all** pupils can achieve success in maths. We encourage pupils to have a 'growth mindset' – a belief that effort leads to success and that challenges are opportunities to learn.

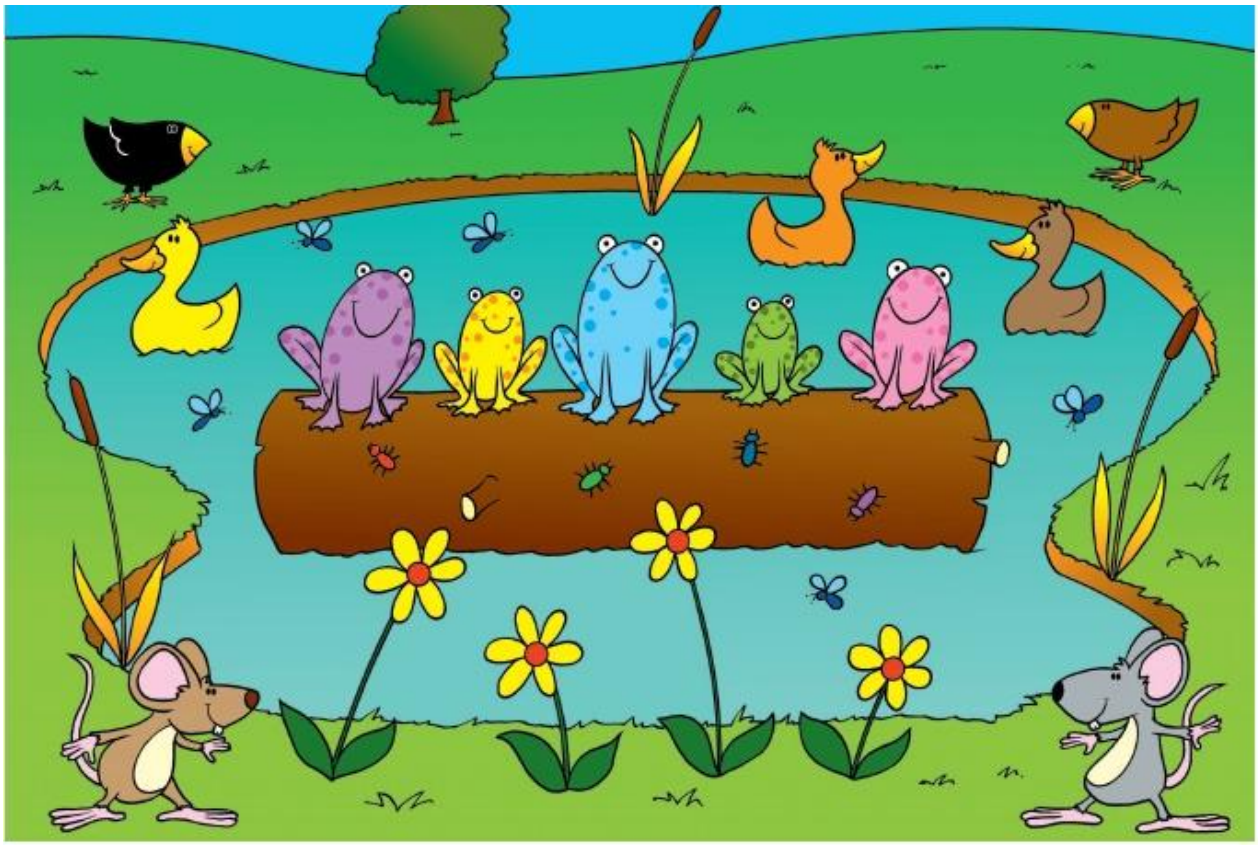
Here are a few tips to encourage your children at home with maths:

- ✓ Talk to your child about everyday maths
- ✓ Play games with them
- ✓ Value mistakes as learning opportunities
- ✓ Recognise that there is more than one way to work things out.
- ✓ Praise your child for effort over outcome.
- ✓ Avoid saying things like "I'm useless at maths".

Big Pictures

What maths can you see? Discuss with your child at home using the key vocabulary on the previous page.





Try this at home – workshop games

Flip and Create
2-4 players

one two three four five six more fewer less

What you need: 12 dot cards with a variety of dot patterns representing numbers 1 to 6 (see the following page) and counters/buttons/stones/cubes etc. (6 per person required).

How to play: Have the cards in a pile face don. The first player flips over one card. The rest of the players then use counters to replicate the arrangement of dots on his/her card and says the number out loud The dealer checks the results. The next player then flips over the next card and places it on top of the previous card. The players rearrange their counters. This continues until all the cards are used.

Variations
More or fewer: Each child can predict aloud whether the new card has more, fewer or the same number of dots as the previous card. The prediction is checked by the dealer, by observing whether counters need to be taken away or added.
Create your own dot cards: Change the arrangements or increase/decrease the number of dots on the cards.

Pairs
2 players

What you need: 12 dot cards with a variety of dot patterns representing numbers 1 to 6 (see the following page.)

How to play: Spread all the cards out face down. The first player turns over any two cards. If they are a pair (i.e. have the same number of dots), the player removes the cards and scores a point. If they are not a pair, both cards are turned back down in their places. The second player then turns over two cards and so on. When all the cards have been matched, the player with more pairs wins.

Variations
1. Increase the number of pairs of cards used.
2. Use a greater number of dots on the cards.
3. Pair a dot card with a numeral card.

one two three four five six

Resource: Dot cards

