Maths Leader Impact

Presentation to staff and Governors 2021

Maths

Katherine Redman









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Mathematics

"Enabling life in all its fullness"

"I came that you may have life, life in all its fullness" (John10:10)

Our **Core Christian values** for our school are: *Perseverance, Creativity, Trust and Friendship*.



The most important thing about **Maths** is to gain a deep, encompassing sense of number

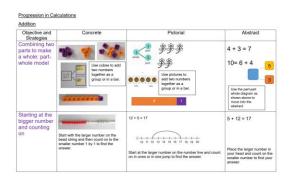
We make connections

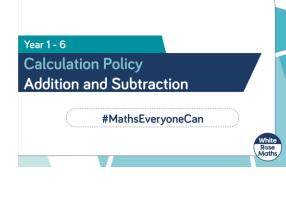
We reason our thinking

We solve problems

And we recognise that Maths equips us with a powerful set of tools to help us understand and navigate the world

But most important thing about **Maths** is to gain a deep, encompassing sense of number





Information for parents: 2021 multiplication tables check







Ashton Keynes C of E Primary School

Calculation policy September 2020



AK Website

- Policy updated and on website: Yes
- Website updated: in progress (with Sarah)

(intent poem, updated policy, photos, progression documents, parent links, multiplication guidance, photos and work samples – all sent to Sarah in Feb)

To add: pupil voice

Implementation - How?

• Year group annual overviews with Ready to Progress Criteria

	Wk1 1.9.20	Wk2 7.9.20	Wk3 14.9.20	Wk4 21.9.20	Wk5 28.9.20	Wk6 5.10.20	Wk7 12.10.20	Wk8 19.10.2 0	Wk9 2.11.20	Wk10 9.11.20	Wk11 16.11.20	Wk12 23.11.20	Wk13 30.11.20	Wk14 7.12.20	Wk15 14.12.20		
Aut umn	Place Value 2NPV–1 Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard and non- standard partitioning. 2NPV–2 Reason about the location of any two-digit number in the linear number system, including identifying the previous and next multiple of 10.							Addition and Subtraction 2NF-1 Secure fluency in addition and subtraction facts within 10, through continued practice. 2AS-1 Add and subtract across 10. 2AS-2 Recognise the subtraction structure of 'difference' and answer questions of the form, "How many more?". 2AS-3 Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract within 100 by applying related one-digit number. 2AS-4 Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract any 2 two-digit numbers.									
Spri ng	Wk1 4.1.21	Wk2 11.1.21	Wk3 18.1.21 Multiplicatic	Wk4 25.1.21 on & Division	Wk5 1.2.21	Wk6 8.2.21	Wk7 22.2.21	Wk8 1.3.21		Notes:							
	 2MD-1 Recognise repeated addition contexts, representing them with multiplication equations and calculating the product, within the 2, 5 and 10 multiplication tables. 2MD-2 Relate grouping problems where the number of groups is unknown to multiplication equations with a missing factor, and to division equations (quotitive division). 																
	Wk1 19.4.21	Wk2 26.4.21	Wk3 3.5.21	Wk4 10.5.21	Wk5 17.5.21	Wk6 24.5.21	Wk7 7.6.21	Wk8 14.6.21	Wk9 28.6.21	Wk10 5.7.21	Wk11 12.7.21	Wk12 19.7.21					
Sum mer	Time	Time Statistics Geom 2G–1 Use pri language to the properti and 3D shap compare sha reasoning al similarities a differences properties.		recise describe ies of 2D pes, and apes by bout and		rement & Height	Posit	netry ion & ction		Aeasuremen bacity & Ten							



ASHTON KEYNES Church of England VC Primary School

SHINE BRIGHT * REACH FOR THE STA

Small steps overview



Calculation Policy guidance

Year | Addition

Concrete Objects

Statutory Requirements

Pupils should be taught to

- · read, write and interpret mathematical statements involving addition (+) and equals (+) signs
- represent and use number bonds within 20 ٠
- add one-digit and two-digit numbers to 20, including zero ٠
- · solve one-step problems that involve addition, using concrete objects and pictorial representations, and missing number problems such as $7 = \Box + 2$.

Pictures/Marks

Finding the total of a group of items e.g. counters, teddies, divessurs etc Using Namicon to notice patterns when adding two quantities	Using simple drawings to record and calculate the total
Number Lines Using prepared number lines to record 'jumps' and drawing own number lines to solve calculations. ^{4.9} $7 \times \frac{1}{0} + \frac{1}{2} + \frac{1}{1} + $	100 Squares Finding a starting point on the hundred square and moving to the right to count on in ones or moving down to add tens.

Bar Modelling As at Year R. for larger numbers Individual cells

4.	20. 1950
16 + 4 =	
2	
16	6

Year group progression

Primary Progression - Place Value

red square and

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Place Value : e PV and Compare	given a number, identify one more and one less	 recognise the place value of each digit in a two-digit number (bens, ones) compare and order numbers from 0 up to 100; use <> and - signs 	recognise the place value of each digit in a three-digit number (buildeds, tern, ones) compare and order numbers up to 1000 Actume 1	Ind 1000 more or less than a given number imcognise the place wilke of each digit in a four-digit number (thousands, hundreds, ters, and orea) order and compare numbers bayend 1000 Astern 1	(read, write) order and compare numbers to at least 1000 000 and determine the value of each digt Acturn 1	(read, wrret), order and compare numbers up to 10 000 000 and determine the value of each digit
Use	Autumn 4 Spring 2 Summer 4					
Place Value: Problems& Rounding		 use place value and number facts to solve problems. 	 solve number problems and practical problems involving these ideas 	 round any number to the nearest 10, 100 or 1000 solve number and procised problems that involve all of the above end with increasingly large positive numbers 	 Interpret nagative nombars in context round any number up to 1.000 000 to the nagest 10,100, 1000 000 and 300 000 sche number proteins and practical problems that involve all of the above 	 round any whole number to a required degree of accuracy use neglative numbers in context, and calculate intervals across zero solve number and practical problems that involve all of the above
۲, E		Autumn 1	Autumn 1	Autumn 1	Autumn 1	Autumn 1

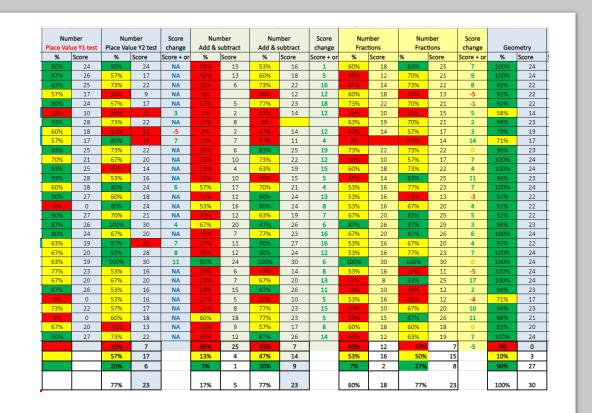


Implementation - How?

Implementation -How?



• Assessment and data: Hot and Cold assessments - tracked



completed by Years 1-6 and monitored closely to ensure appropriate progress is made.

This is used alongside question analysis to see if there are common gaps in understanding which require further work in class to help children become secure.

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Question Objectives			1	ar	ge	t iı	nte	rve	ent	tio	ns	_			1 4	<u> </u>	-	1		5	1		-			
identify 2D shapes (g 1)	0	0	2	Ð	0	2	2	-2	2	2	2	2	2	2	-	2	2	2	2(D	2		22			
identify a 2D shape from its properties (g 1)	2	2	2	2	2	2	1	- 2	2	2	2	2	2	2	2	2	2	2	2	2	2		2	2		
match 2D shapes to their names (g 1)	2	2	2	2	2	2	2	- 2	- 2	2	2	2	2	2	2	2	2	2	2	-	2	_	2	2.		
draw a vertical line of symmetry on 2D shapes (g 1)	2	2	1	2	2	2	2	- 2	2	. 1	2	2	2	2		_	2	2	2	2	2		2	-		
identify a 3D shape from its properties (g 2)	2	0	2	0	0	2	1	- 2	- 2	. 2	2	2	2	2	2	2	2	2	2	2	2		-	2		
identify the number of faces on a 3D shape (g 2)	2	0	2	2	2	2	1	2 2	- 2	2	2	2	2	2	2	2	2	2	2	2	2			2		
match 3D shapes to their properties (g 2)	2	2	2	0	0	2	1	20	2	-2	2	2	2	2	2	2	2	2	2	2	2		2	2		
identify properties of 3D shapes (g 2)	2	0	0	0	2	2	-	22	2	-2	2	2	2	2	2	2	2	2	2	2	2		2	2		
	-	-	2	2	2	2	-	21	-	22	2	2	2	2	2	2	2	2	2	2	2		2	2		
 identify 2D shapes on the surface of 3D shapes (g 3, 0. compare and sort common 2D and 3D shapes (g 4) 			C	1	1	2	-	21	-) 2	1	2	2	1	2	2	0	2	1	0	2		2			
	2	-	2	2	2	2	-	22	-	2	- 2	2	2	2	0	2	2	2	2	2	2		2			
1. identify a pattern in a sequence (g 5)	2	2	-	0	2	2	-	2 1		2	-		2	2	2	2	2	2	2	2	2		2			
12. order a sequence of shapes (g 5)	-	1	2	-	4			-	+	-		-	-		-		-									
 understand the vocabulary of position, direction and movement to calculate amount of turn (g 6) 	\vdash	-	-	-	-	-	+	+	+	+	+	+	-	-	-	+	-	\vdash	-	-	-					
14. describe 'turn' as a number of right angles (g 6)									_	_	+	+	-	-	-	-	-	-	-	+	-		-	-		
15. follow directions to find a position (g 6)														-2			0.2	0	00	-	01	-	24	0.	21	
Children's Score	22	44	1 10	11	17	24			227	22	2	5 24		23	22	14	14	14		2	A	†		-		
Percentage	9	15	8-1	971	11	(do		00 0	240	29	0 91	0 100		96	92	100	92	100	96	18		0	100	10	12	

What?



Ensuring consistency with online learning	Developing Maths section of the AK website	Y4 Multiplication Tables Check ready
Massive reorganisation of resources and ordering more manipulatives	Maths book scrutiny - WWW & EBIs shared with staff team	CPD - Attended several online courses, NCTEM Maths Covid Recovery, Prioritising the Mathematics Curriculum, DfE Ready to Progress Criteria, Maths Subject Leader Conferences and disseminated information.
Researched Maths catch up tutoring (Number Sense)	All Year groups have produced annual overviews linked to new DfE Ready to Progress Criteria	Data - monitoring Year group data to ensure children are on track

Impact - so what?



How have I made a difference?

1. Despite lockdown learning, Maths progress is looking positive (new format developed). Fewer assessments to maximise learning time

2. Catch up tutoring scheme (Number Sense) agreed

3. Ready to Progress Criteria assessments (planned) for all Pupil Premium pupils to target delivery of catch-up tutoring objectives

CHALLENGES:

Fewer interventions due to no whole school assemblies

Difficult to observe teaching due to bubbles

Pupil resilience following home schooling – some over reliant on adults.

Online learning platform

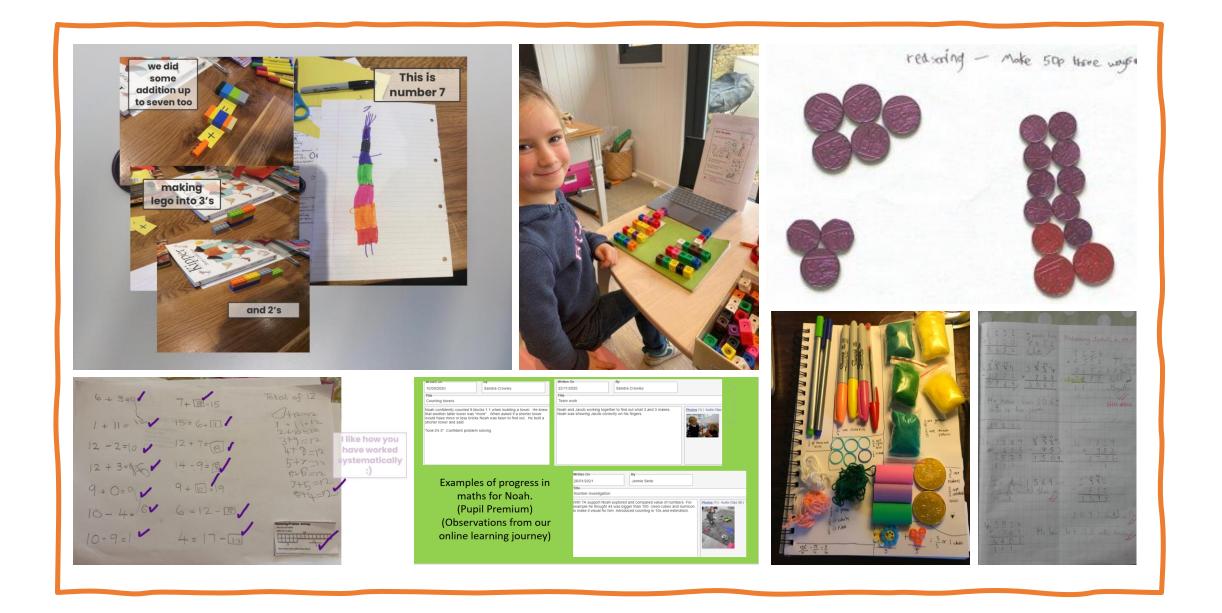












What do AK children say about Maths?



What do you most enjoy? I most enjoy problem solving (Y2-4) different star challenges, TTRS (Y2)

How do you know how well you are doing? Ticks in book, feedback from teach, LO stamp, lots of positive feedback, with a star stamp to show I've done super work (Y2) I get to share things (Y1)

What helps in lessons? Adults, talk partners, times tables mats, counters, number lines, seeing examples.

What helps you improve? Checking your work, answering reasoning and problems solving questions, extra times tables groups (Y4) Doing harder questions (Y3) Check your work and do editing (Y2) Use apparatus (Y1-5)

What happens if you get work wrong? Go through with an adult (Y4), make corrections using pink pen (Y3)

What happens if you find work easy? Push yourself to a harder level (Y3) Move onto the next star challenge (Y4, Y3 & Y2) I try a challenge card (Y1)

What do you do if you get stuck? Look on the working wall (Y2) Move onto the next question (Y2) Ask a partner to help you (Y2) Ask a learning buddy (Y5)