

MATHS WEEK 2017!

Puzzle Workshops:

We were visited by 'The Happy Puzzle Company'. The children had the opportunity to take part in a range of fun yet challenging 3D hands-on collaborative puzzle tasks. They had to compete in teams and each task required the children to work together and carefully develop strategies to find a solution. This tested their team work abilities. The favourite task was definitely the penguin one where the children had to balance 24 penguins onto an ice berg successfully.

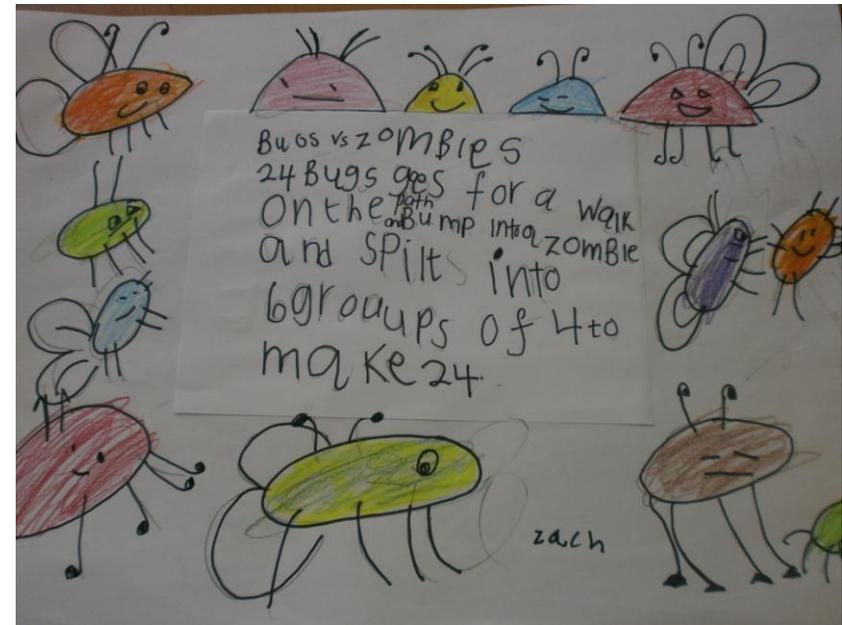


Fidget Spinner Data Investigation- year 3

In Year 3 the children used their fidget spinners to investigate the longest horizontal spin time in the class. This involved pair work- one child to time the spin using a stop watch and the other to spin and record the data. Once the data for each child had been collected, the children represented their data in a line graphs. The children thoroughly enjoyed this activity! In Green class the longest spin time was 4 minutes and 26 seconds!

Making number stories- year 4

In Sapphire class the children read the maths story 'A Remainder of One'. They enjoyed the book so much they were inspired to write and illustrate their own maths stories. Look at the eyes on the bugs!



Designing maths board games

Across the school the children were set a challenge to 'design and create their own maths board games'. The children got together in small groups to choose the theme of their game and maths element of the game. They then wrote instructions for the game, designed the games track, made their games pieces such as dice from the net of a cube and some even made the board game box packaging too. This activity required the children to use their Design and Technology skills as well as their maths skills.

Kandinsky Inspired Shape Art

Another cross- curricular link during Maths Week was with art. The children looked at the abstract shape art of Wassily Kandinsky and then created their own 2d shape pictures using oil pastels. They had to think about which 2d shapes they would include and how they would draw them accurately using a ruler for the straight lines.

