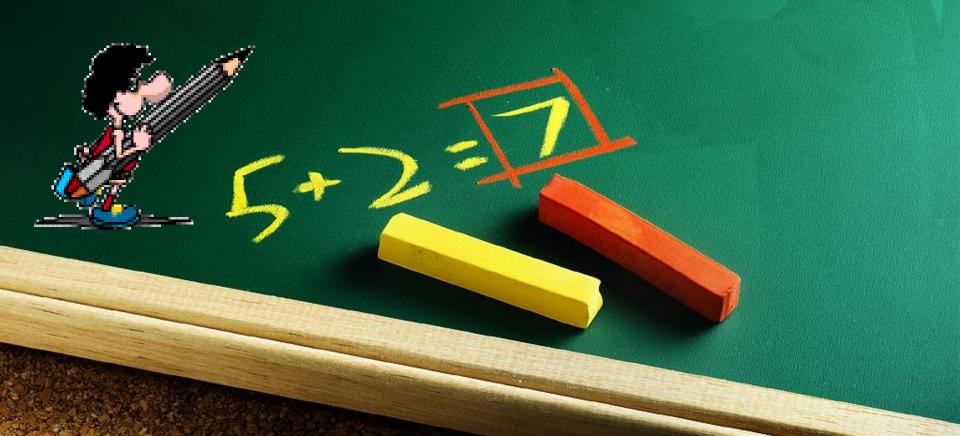
MATHEMATICS

Information for Primary One Parents



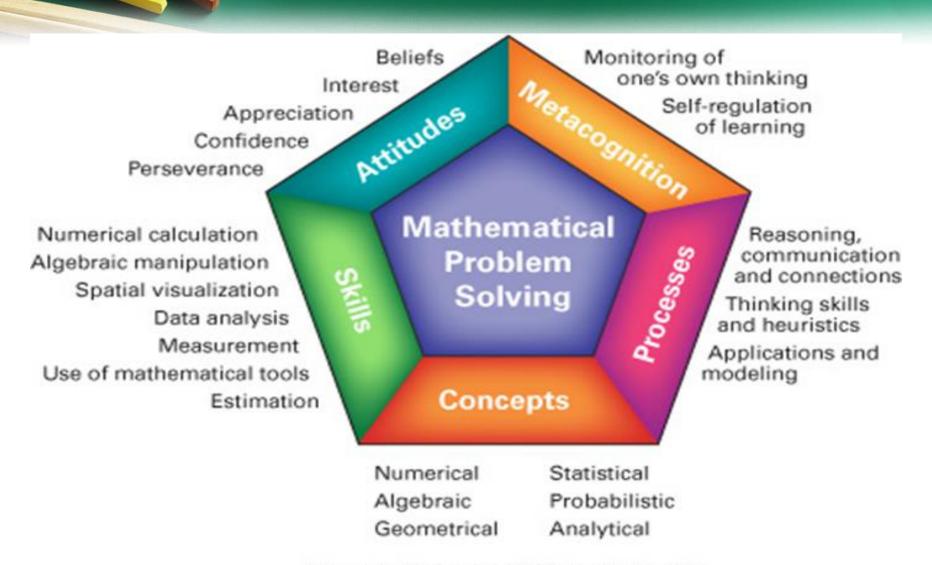


Our Vision

A Creative, Innovative and Effective Mathematics Problem Solver

5+2=

Mathematics Framework



From the Singapore Ministry of Education



P1 Syllabus

Number & Algebra (Strand)

- **√Numbers up to 100**
- **✓ Addition & subtraction**
- ✓ Multiplication & division
- ✓ Money

Measurement & Geometry (Strand)

- ✓ Length
- **√Time**
- √2D shapes



P1 Syllabus

Statistics (Strand)

✓ Picture graphs

Mathematical Processes

- ✓ Reasoning, communication & connections
- **√** Applications
- √ Thinking skills & heuristics



Primary Mathematics Instructional Programme

To help students build strong foundation in primary Math through a structured teaching sequence and supporting manipulatives and materials based on the concrete-pictorial-abstract (CPA) approach.



Hands-On Activities

- Enhance conceptual understanding through use of the Concrete-Pictorial-Abstract approach
- Communicate their reasoning and connections through various mathematical tasks and activities.

Integrated Trails

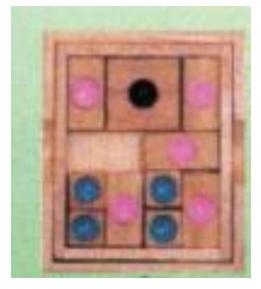
To experience real-life Mathematics around them

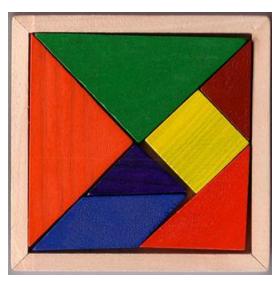


BrainGames

 To develop the abilities to reason and apply problem solving skills through games









Learning Support for Math

- Provide help for students with weak basic numeracy skills
- Students receive more individual attention from teacher
- Students learn through hands-on experiences



Money Sense!

- Able to count amount of money in dollars up to \$100
- Understand the value of money
- Build confidence and foster interest in Mathematics
- Reward system
- Make sound decision

PI PROGRAMMES

Reasoning Cartoon

 Develop thinking, reasoning, communication, application and metacognitive skills with the help of our cartoon characters, Chendol, Kachang, Cheng Teng and Cha Cha.



Fun with Math

Acquire mathematical concepts through hands-on activities and games using manipulatives





- 1. Draw a model/diagram
- 2. Make a systematic list/tabulation
- 3. Look for patterns
- 4. Guess and check
- 5. Act it out
- 6. Use before-after concept

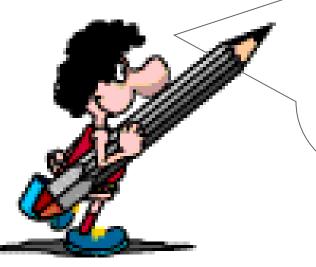


- 7. Work backwards
- 8. Restate the problem in another way
- 9. Simplify the problem
- 10. Make suppositions



CPA APPROACH

Our approach when teaching Math concepts to young children is from 'Concrete' to 'Pictorial' to 'Abstract'.



C-P-A Approach



MODEL DRAWING

 To allow students to "see" the word problem in a mathematical way and help them to solve the problem sums



MODEL DRAWING

Concrete Objects

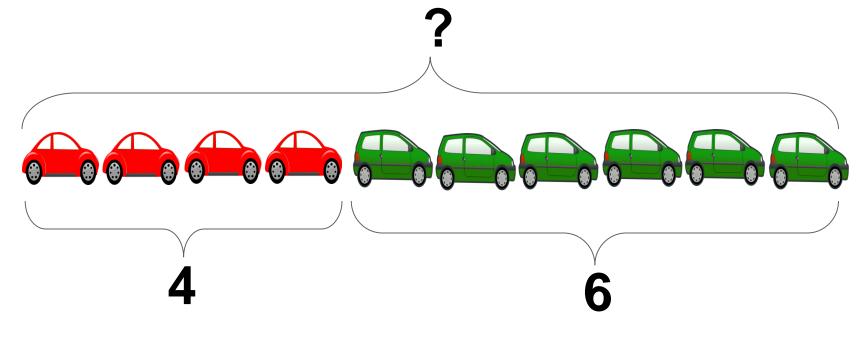
Drawing of Rectangular Bars

Solve Abstract Word Problem

STAGE 1: USING CONCRETE MATERIALS

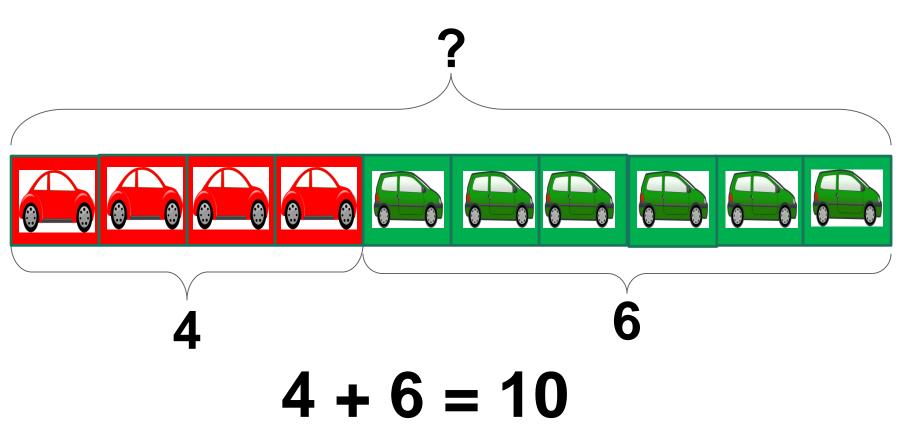
$$4 + 6 = 10$$

5+2 STAGE 2: PICTORIAL REPRESENTATION

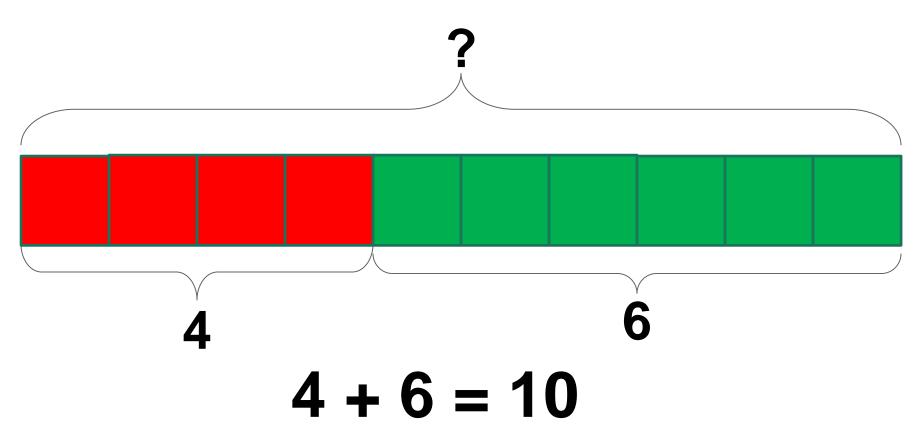


$$4 + 6 = 10$$

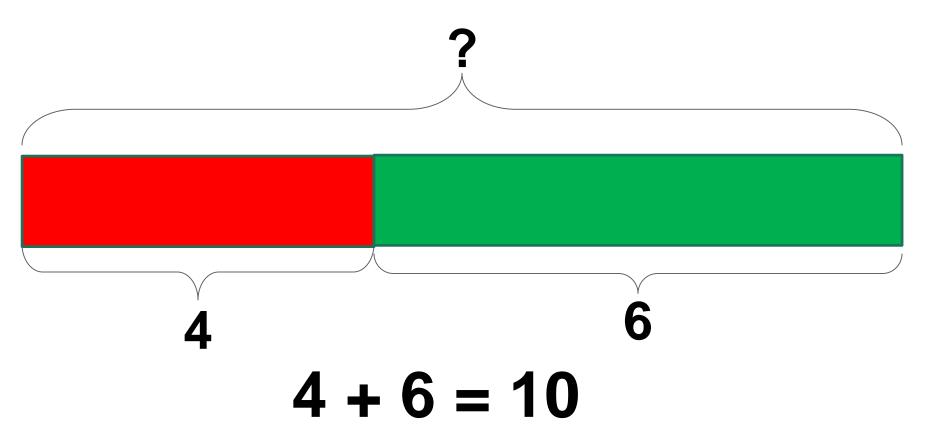
STAGE 3: INSERT BOXES WITH PICTURES



STAGE 3: INSERT BOXES WITH PICTURES



STAGE 3: INSERT BOXES WITH PICTURES



HOW YOU CAN HELP YOUR CHILD IN MATHEMATICS

- Carry out these activities in an informal and fun way
- Having mastered counting, (1 to 20), help your child with the number bonds

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of 5 : eg. 1+4, 2+3
```

of
$$10 : eg. 1 + 9 , 2 + 8$$

of 20 : eg.
$$1 + 19$$
, $5 + 15$



HOW YOU CAN HELP YOUR CHILD IN MATHEMATICS

- Count with your child, using familiar concrete objects at home, such as toys, spoons, books etc.
- Start with a small number of objects first and then progress to more objects.
- The importance of Math language



Contact Details

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THANK YOU

