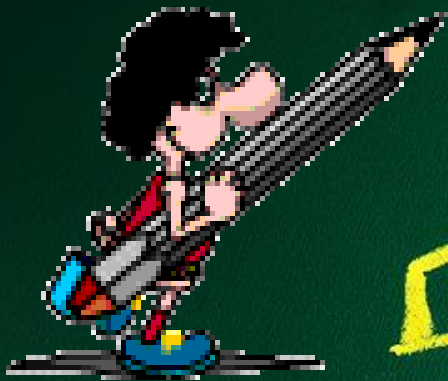


MATHEMATICS

Information for Primary Four Parents



$$5 + 2 = 7$$





Primary Mathematics **(Laying a strong foundation)**

The Primary Mathematics syllabus aims to enable all students to:

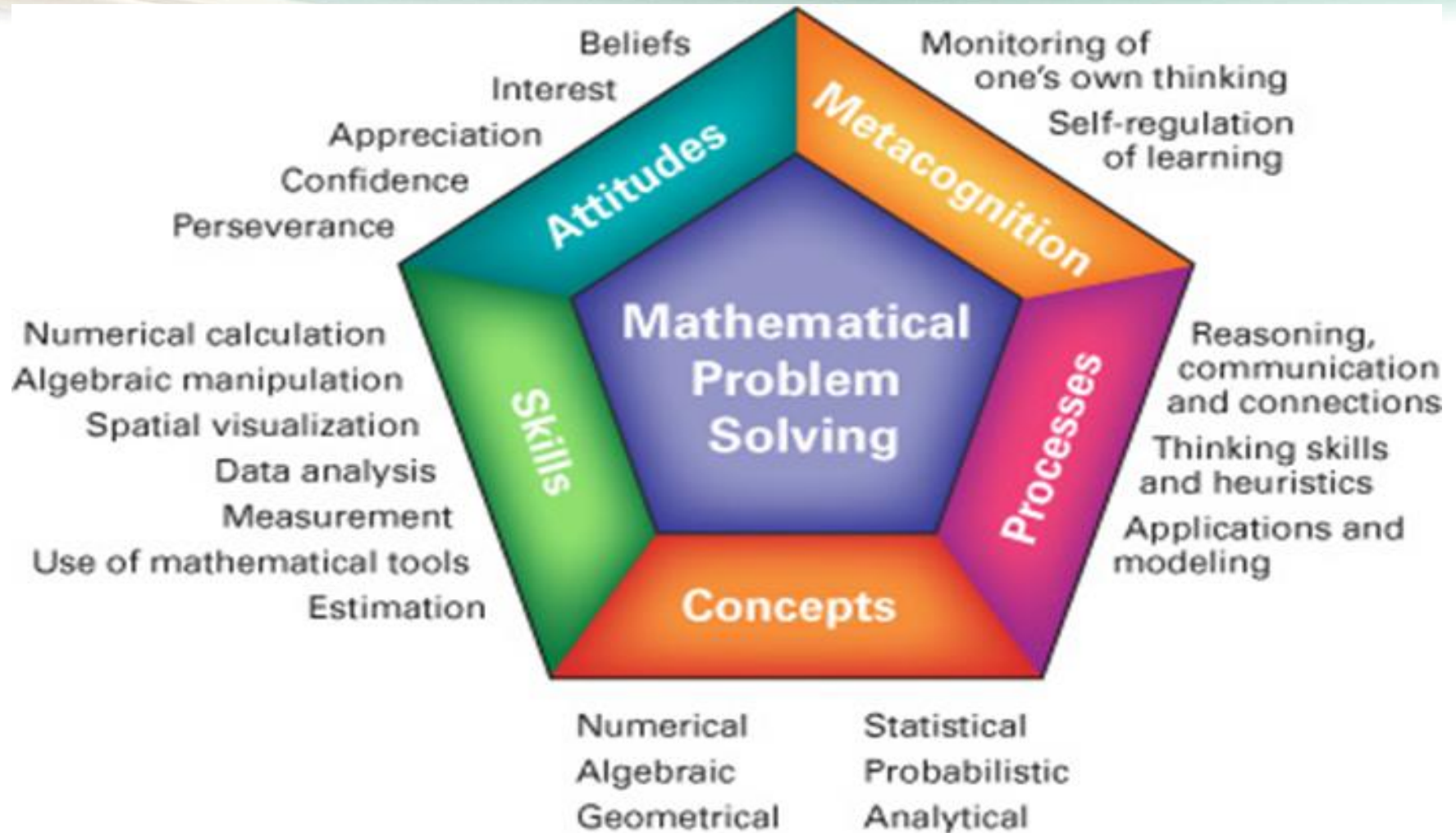
- Acquire mathematical concepts and skills for everyday use and for continuous learning in Mathematics.
- Develop thinking, reasoning, communication, application and metacognitive skills through a mathematical approach to problem solving; and
- Build confidence and foster interest in Mathematics



Our Vision

**A Creative, Innovative and
Effective Mathematics Problem
Solver**

Mathematics Framework



From the Singapore Ministry of Education



Syllabus Organisation

The syllabus is organised along 3 content strands with a listing of mathematical processes that cut across the 3 strands.

3 Content Strands + 1 Process Strand		
Number and Algebra	Measurement and Geometry	Statistics
Mathematical Processes		



P4 Syllabus

Number & Algebra (Strand)

- ✓ **Numbers up to 100 000**
- ✓ **Factors and Multiples**
- ✓ **Four Operations**
- ✓ **Mixed Numbers and Improper Fractions**
- ✓ **Fraction of a set of objects**
- ✓ **Addition and subtraction - Fraction**



P4 Syllabus

Number & Algebra (Strand)

- ✓ **Decimals up to 3 decimal places**
- ✓ **Addition and Subtraction –
Decimals**
- ✓ **Multiplication and Division –
Decimal**



P4 Syllabus

Measurement & Geometry (Strand)

- ✓ **Time**
- ✓ **Area and Perimeter**
- ✓ **Angles**
- ✓ **Rectangle and Square**
- ✓ **Line Symmetry**



P4 Syllabus

Statistics (Strand)

- ✓ **Tables and Line Graphs**

Mathematical Processes

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



Heuristics (P1-P5)

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



Heuristics (P1-P5)

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

Phases of Learning



- Prior knowledge
- Motivating contexts
- Learning environment

Readiness

Learning

Mastery

Engagement

- Activity-based learning
- Teacher-directed inquiry
- Direct instruction

- Motivated Practice
- Reflective Review
- Extended Learning



MATH KEY Programmes

Math Alive

STEAM Week

**Reasoning
Cartoon**

**Talent
Development**

E2K

**Math
Olympiad**



Checkpoints

Platforms to check learning at Primary 4

Daily
Assignments

Diagnostic
Package

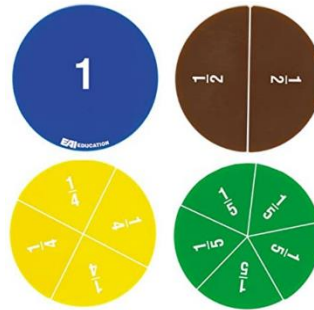
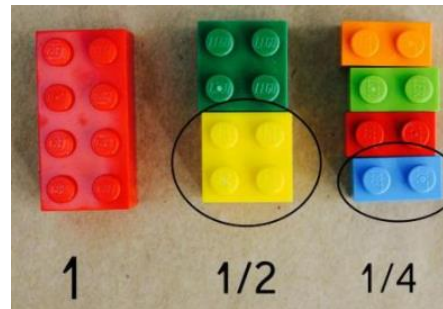
Experiential
Learning
Activities

Math Alive

Reasoning
Cartoon

Open-ended
Tasks

How can you help your child in Mathematics

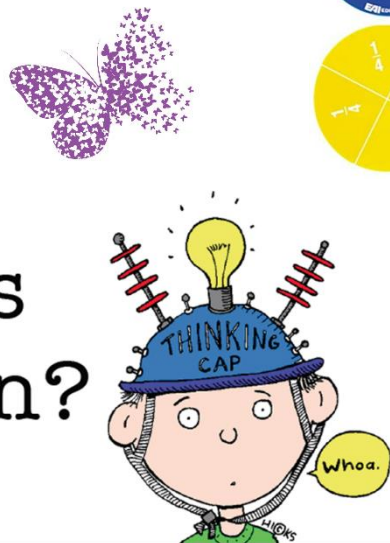


Concrete Approach
(Fractions Disc/ Lego)

Ma Games

Model Drawing (Heuristics)

what
do you
think is
going on?





Contact Details

HOD Mathematics

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THANK YOU