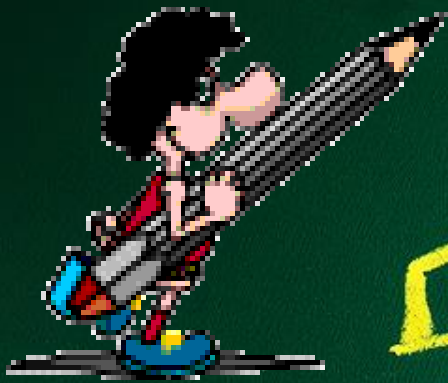


MATHEMATICS

Information for Primary Four Parents



$$5 + 2 = 7$$



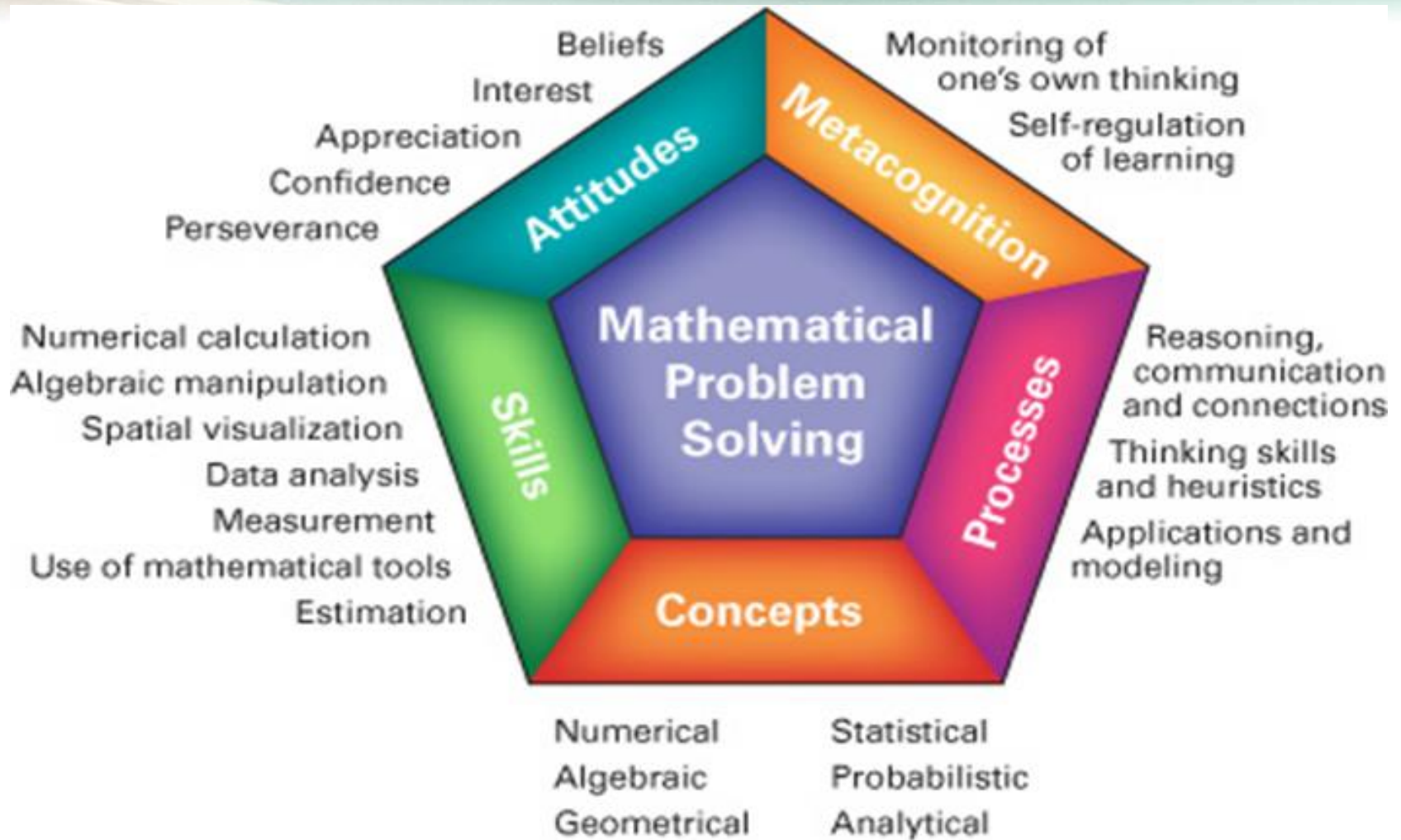


Primary Mathematics **(Laying a strong foundation)**

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

Mathematics Framework

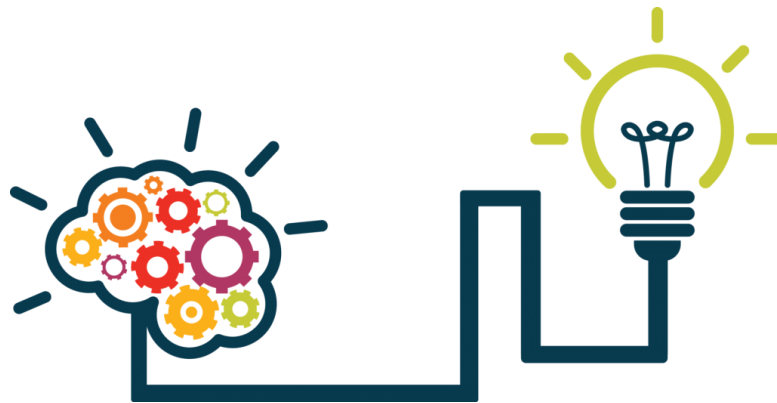


From the Singapore Ministry of Education



Our Vision

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





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 | Measurement and Geometry | Statistics |
| Mathematical Processes | | |



P4 Syllabus

Number & Algebra

- ✓ 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

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



P4 Syllabus

Measurement & Geometry

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



P4 Syllabus

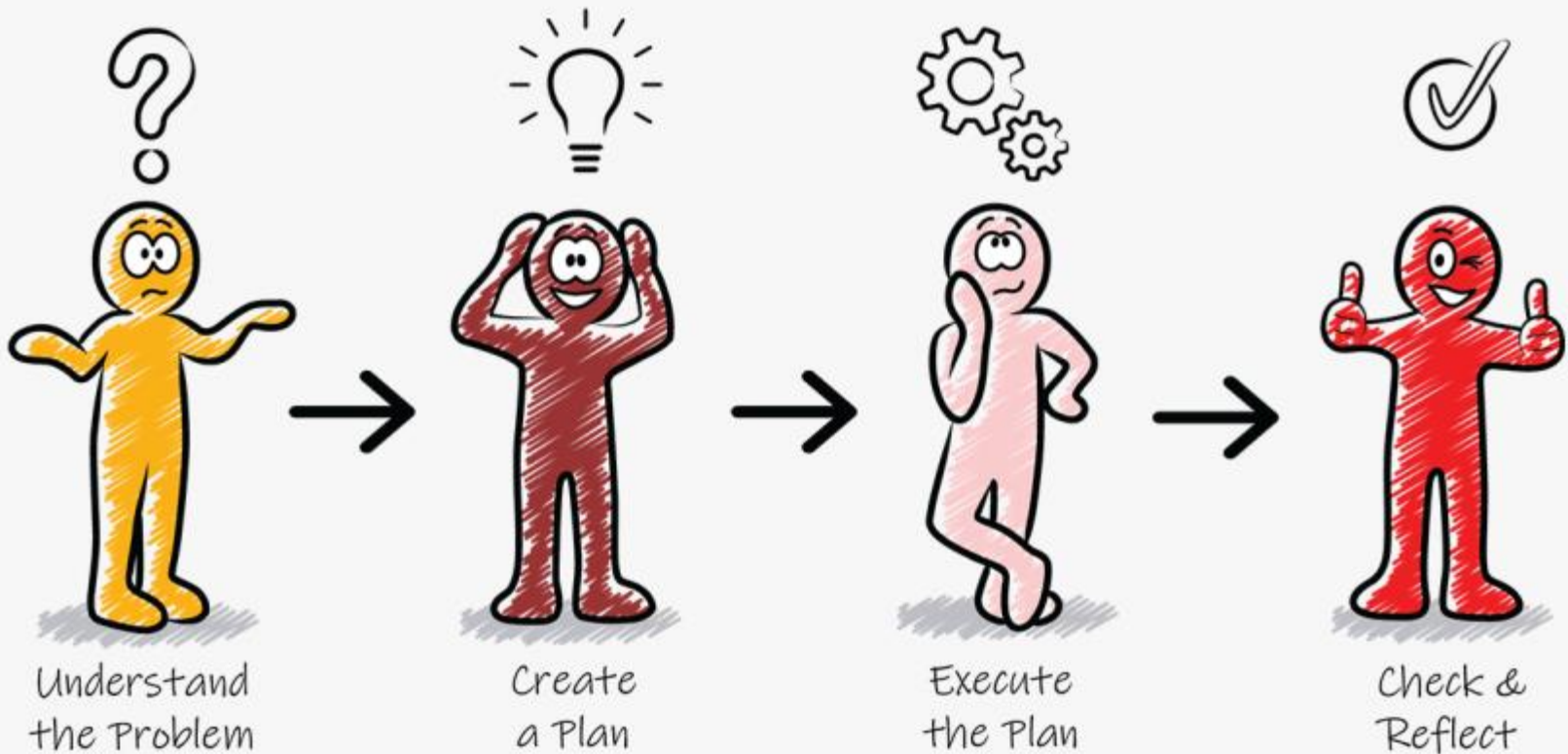
Statistics

- ✓ **Tables and Line Graphs**

Mathematical Processes

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

Polya's 4 stages of Problem-Solving





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
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

**Talent
Development**

E2K

**Math
Olympiad**

MPTP



Checkpoints

Platforms to check learning at Primary 4

Daily
Assignments

Diagnostic
Package

Experiential
Learning
Activities

Math Alive

Reasoning
Cartoon

Open-ended
Tasks

Reasoning Cartoon



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





School Assessment Weighting

| Level | Term 1 | Term 2 | Term 3 | Term 4 |
|-----------|-------------------------------|-------------------------------|-------------------------------|--------------------------------|
| Primary 4 | Weighted Assessment 10% | Weighted Assessment 15% | Weighted Assessment 10% | Semestral Assessment 65% |



Weighted Assessments

Duration: 45 to 55 minutes

- Short-Answer Questions
- Long-Answer Questions

Can be found in Parents Gateway
“February 2023 Notification – P4”

Unit Review 1

- Chapter 1: Numbers to 100 000
- Chapter 2: Factors and Multiples
- Chapter 3: Multiplication and Division of Whole Numbers
- Chapter 4: Whole numbers - Word Problems

Unit Review 2

- Chapter 4: Whole Numbers - Word Problems
- Chapter 5: Angles
- Chapter 6: Squares and Rectangles
- Chapter 7: Symmetry

Unit Review 3

- Chapter 8: Fractions
- Chapter 9: Addition and Subtraction of Fractions
- Chapter 10: Decimals
- Chapter 11: The Four Operations of Decimals



P4 SA2 Paper Format

| Section A | Section B | Section C |
|-----------------------------|-----------|-----------|
| 20 MCQ | 20 SAQ | 5 LAQ |
| 40 Marks | 40 Marks | 20 Marks |
| Total Marks: 100 | | |
| Duration: 1 hour 45 minutes | | |

MCQ – Multiple Choice Question

LAQ – Long-answer Question

SAQ – Short-answer Question

How can you help your child in Mathematics?



Files



Environment



Routine



Targets

How can you help your child in Mathematics?

Speak positively about Math



What can I say to myself?

INSTEAD OF:

I'm not good at this.

I'm awesome at this.

I give up.

This is too hard.

I can't make this any better.

I just can't do Math.

I made a mistake.

She's so smart. I will never be that smart.

It's good enough.

Plan "A" didn't work.

TRY THINKING:

1 What am I missing?

2 I'm on the right track.

3 I'll use some of the strategies we've learned.

4 This may take some time and effort.

5 I can always improve so I'll keep trying.

6 I'm going to train my brain in Math.

7 Mistakes help me to learn better.

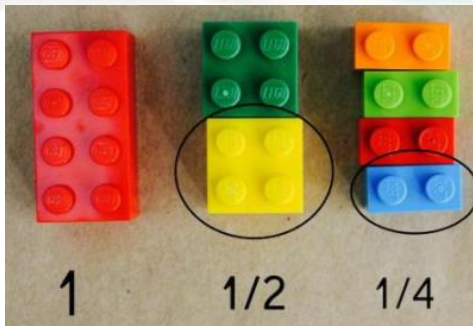
8 I'm going to figure out how she does it.

9 Is it really my best work?

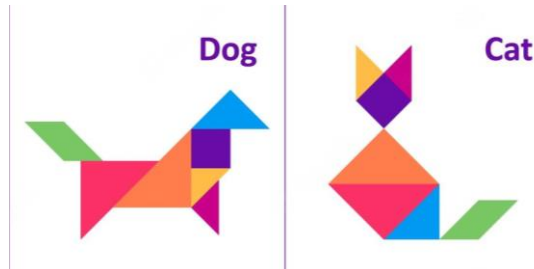
10 Good thing the alphabet has 25 more letters!



How can you help your child in Mathematics?



Math in Real-life



Games

what
do you
think is
going on?



Why did you...?
What can you do next?
Do you see any patterns?
Does the answer make
sense? How do you know?

Contact Details



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