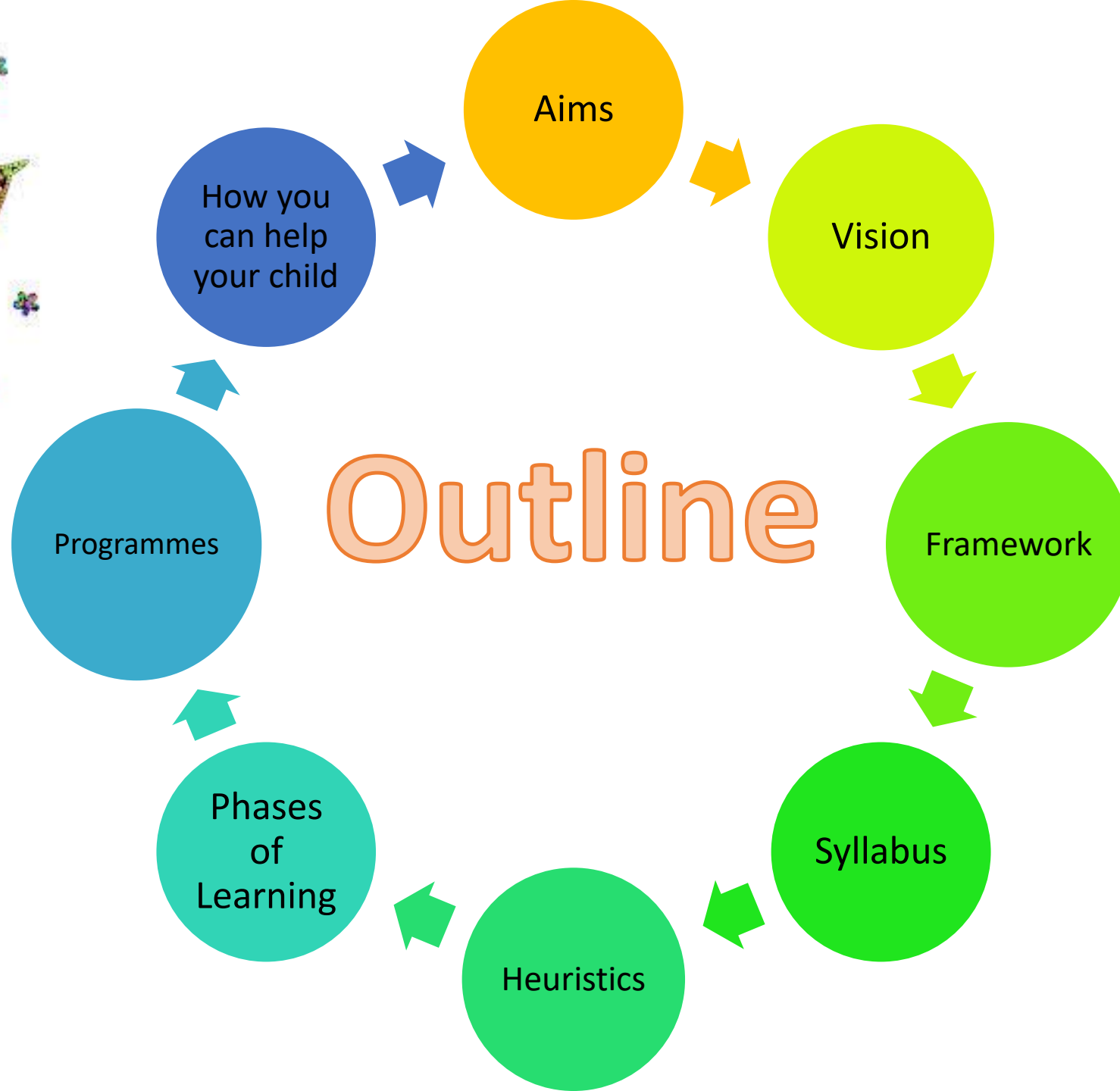




# MATHEMATICS

Information for Primary 6 Parents



# **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

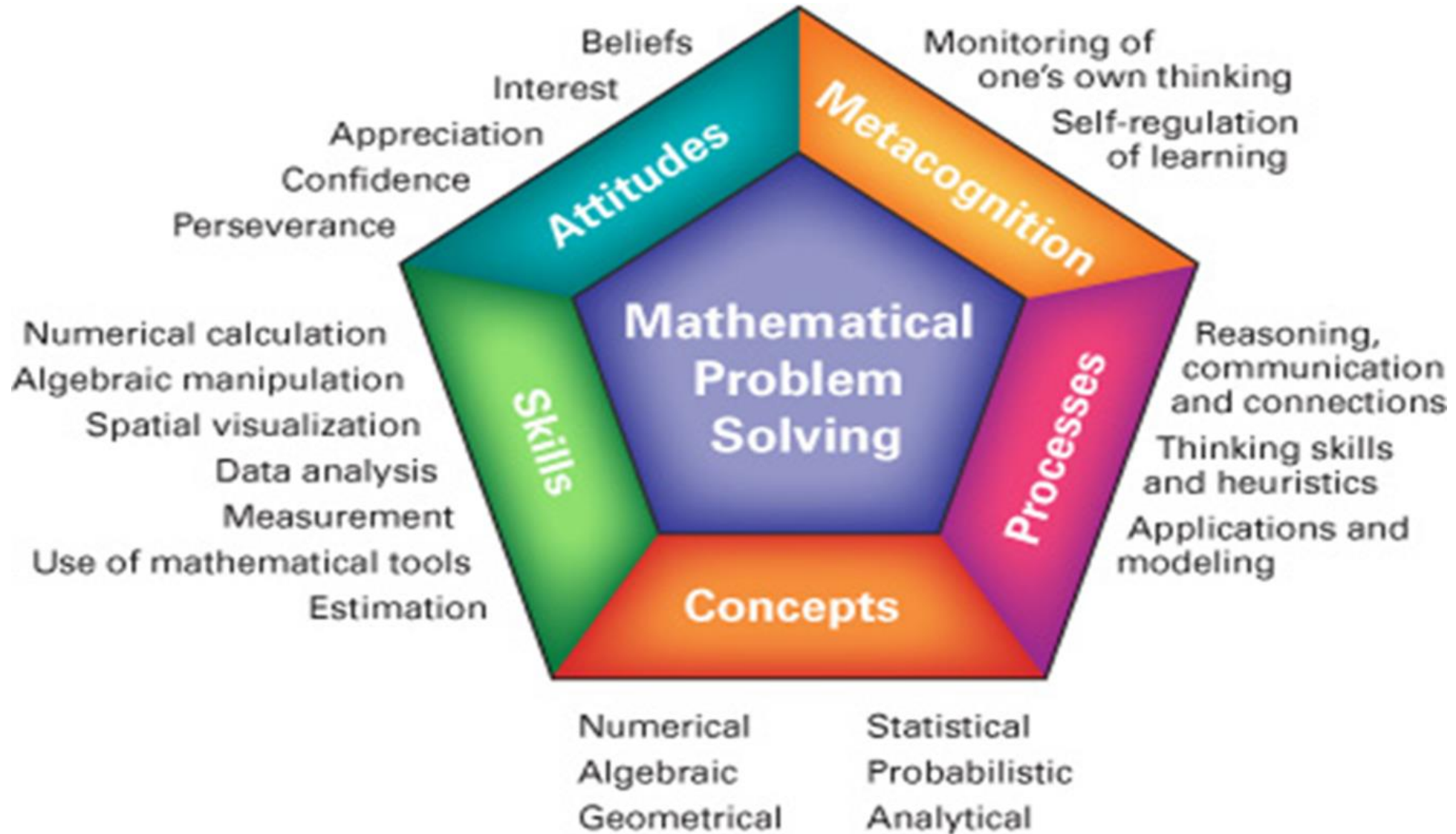


# **Ma Department Vision**

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



# Ma Framework



*From the Singapore Ministry of Education*

# Ma Syllabus Organisation (S)

The syllabus is organised along three 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
<ul style="list-style-type: none"><li>• Four Operations – Fractions</li><li>• Percentage</li><li>• Ratio</li><li>• Distance, Time and Speed</li><li>• Algebra</li></ul>	<ul style="list-style-type: none"><li>• Area and Circumference of Circle</li><li>• Volume of Cube and Cuboid</li><li>• Special Quadrilaterals</li><li>• Nets</li></ul>	<ul style="list-style-type: none"><li>• Pie Charts</li></ul>
Mathematical Processes		
Reasoning, Communication, Connection, Application, Thinking Skills and Heuristics		

# Ma Syllabus Organisation (F)

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

## 3 Content Strands + 1 Process Strand

### Number and Algebra

- Fraction and Division
- Four Operations – Fractions
- Multiplication and Division – Decimals
- Percentage

### Measurement and Geometry

- Area of Triangle
- Volume of Cube and Cuboid
- Rectangle, Square and Triangle

### Statistics

- Pie Charts
- Average of a set of data

## Mathematical Processes

Reasoning, Communication, Connection, Application, Thinking Skills and Heuristics



# Heuristics (P1 to P5)

Draw a diagram/ model

Make a systematic list/ tabulation

Look for patterns

Guess and Check

Act it Out

Use Before-and-After Concept

Work Backwards

Restate the problem in another way

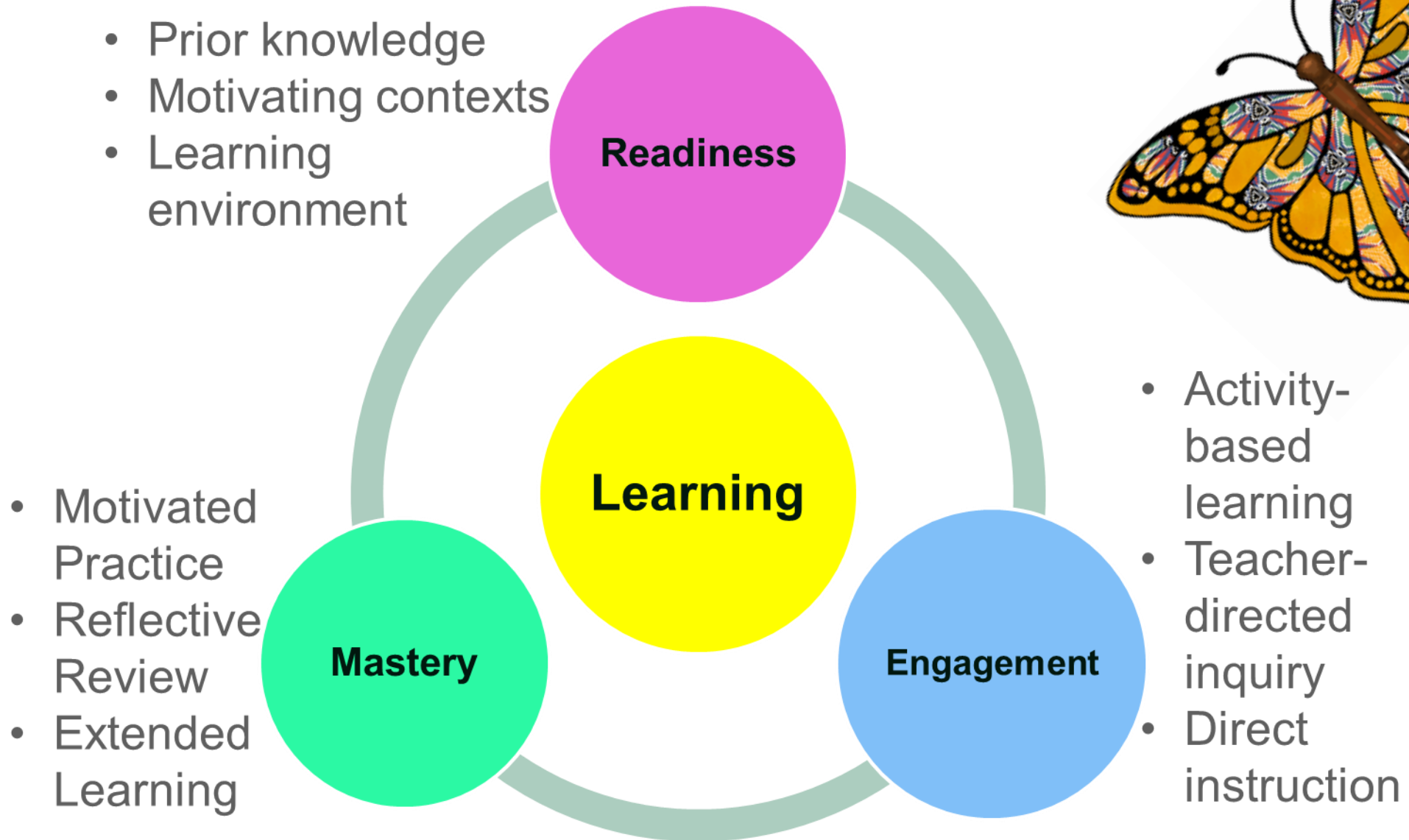
Simplify the problem

Make suppositions



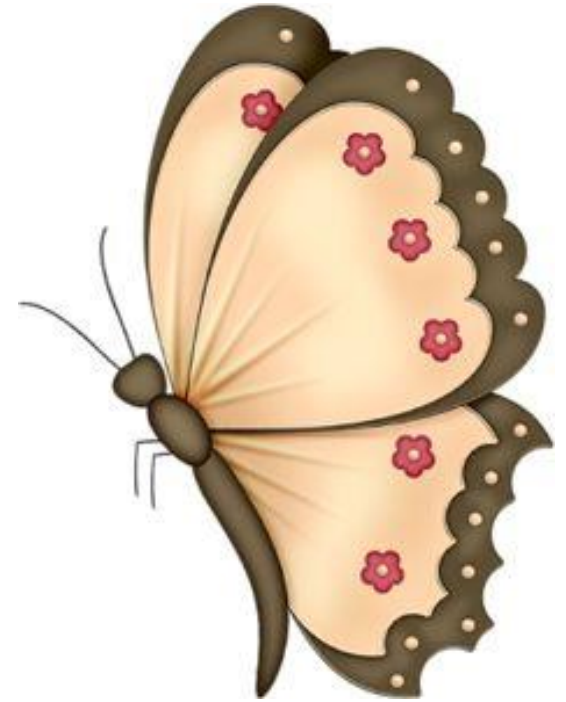
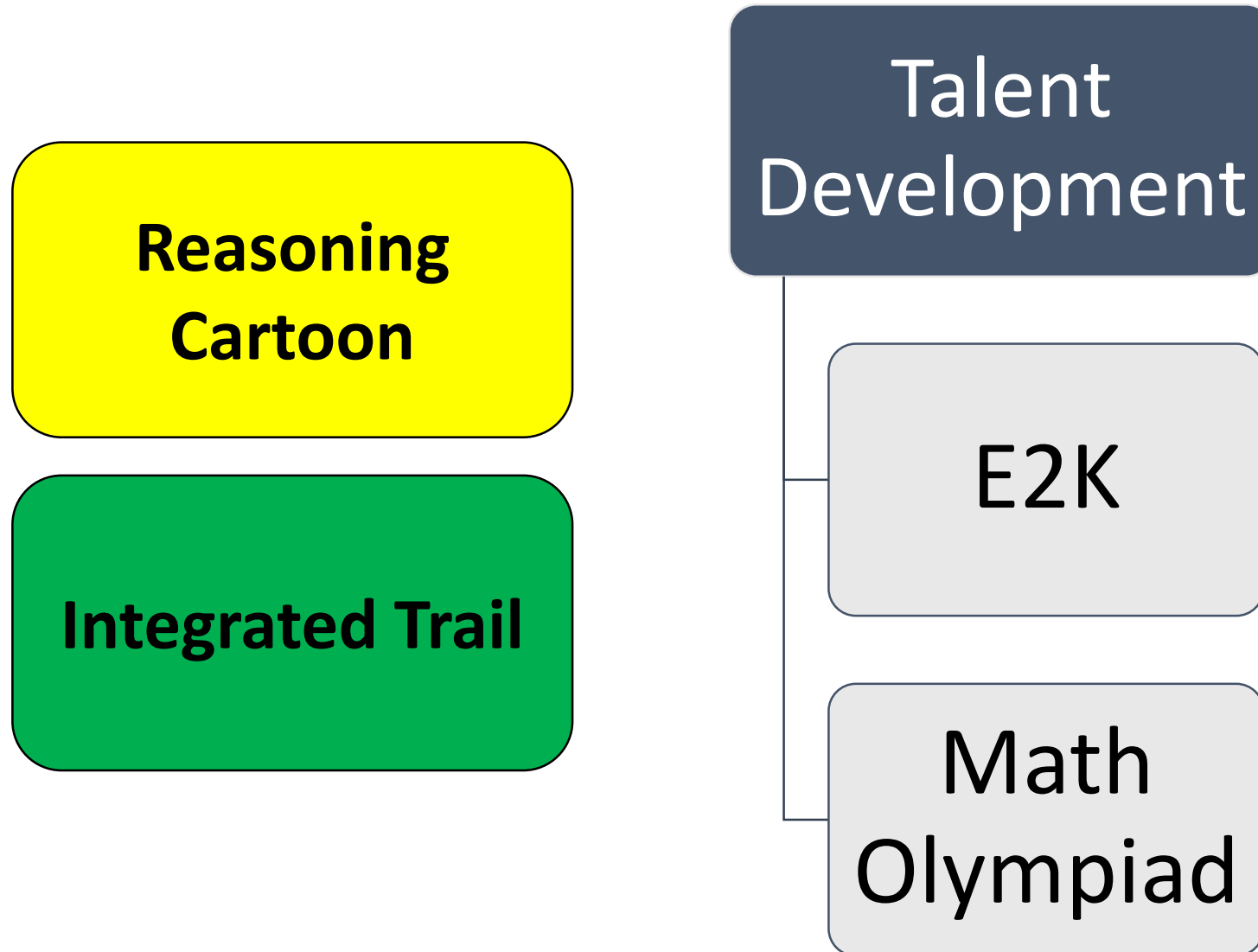


# Phases of Learning





# Department Programmes



# Checkpoints

Daily  
assignments

Experiential  
Learning  
activities

Class, group  
and individual  
tasks

Diagnostic  
Package

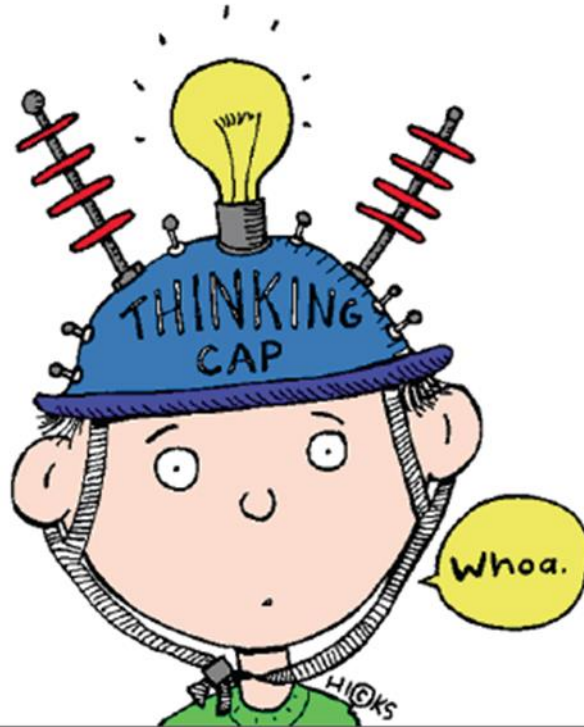
Open Ended  
Tasks





# How can you help your child in Mathematics

what  
do you  
**think** is  
going on?



# CONTACT DETAILS

HOD Mathematics

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