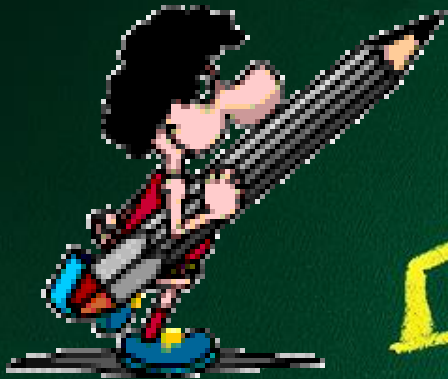


# MATHEMATICS

Information for Primary Two Parents



$$5 + 2 = 7$$






# Primary Mathematics (Laying a strong foundation)

The Primary Mathematics syllabus aims to enable all students to:

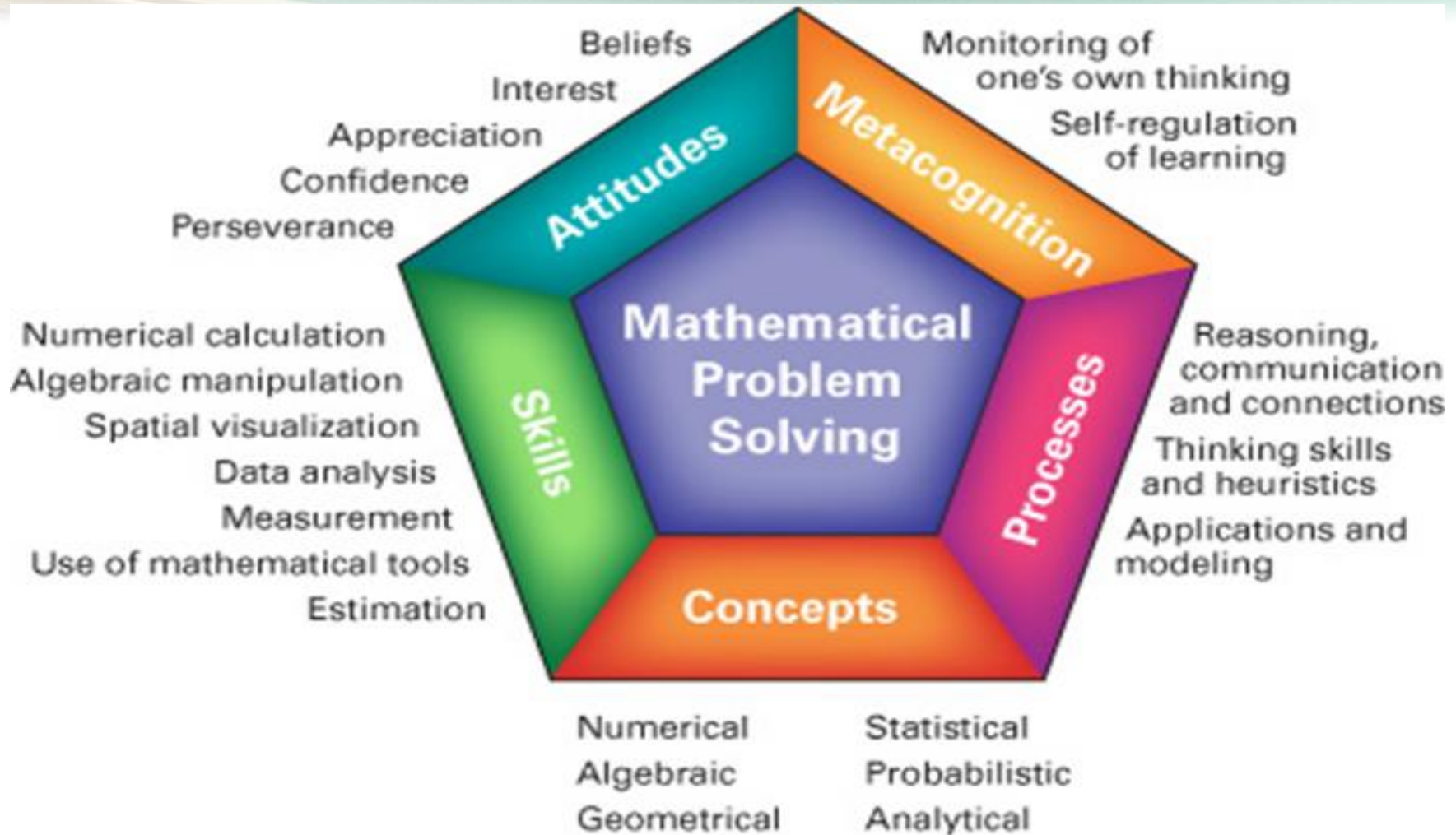
- Acquire mathematical concepts and skills for everyday use and for continuous learning in Mathematics.
- Develop thinking, reasoning, communication, application and metacognitive skills through a mathematical approach to problem solving; and
- Build confidence and foster interest in Mathematics



# 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.

<b>3 Content Strands + 1 Process Strand</b>		
<b>Number and Algebra</b>	<b>Measurement and Geometry</b>	<b>Statistics</b>
<b>Mathematical Processes</b>		



## **Number & Algebra (Strand)**

- ✓ **Numbers up to 1000**
- ✓ **Addition & subtraction**
- ✓ **Multiplication & division**
- ✓ **Fraction of a whole**
- ✓ **Addition and subtraction –  
Fraction**
- ✓ **Money**

# *P2 Syllabus*



## **Measurement & Geometry (Strand)**

- ✓ **Length, Mass & Volume**
- ✓ **Time**
- ✓ **2D shapes**
- ✓ **3D shapes**



## **Statistics (Strand)**

- ✓ **Picture graphs with scales**

## **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

# Learning Outcomes



1. Understanding numbers up to thousand
2. Solve mathematical problems involving addition and subtraction
3. Multiple and divide numbers within multiplication tables
4. Identify, name, describe and sort shapes and objects
5. Tell time to 5 minutes
6. Compare and order objects by length, mass, or volume
7. Read and interpret picture graphs with scales
8. Understand fractions

# Checkpoints



Platforms to assess students' learning include:

- Performance task
- Experiential learning activities
- Presentation
- Group work
- Daily assignments



# *P2 Programmes*

## 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.



**Math Alive**

**Integrated  
Trail**

**Learning  
Support for  
Mathematics**

**Money Sense**

**Brain Games**

**Reasoning  
Cartoon**



# *P2 Programmes*

## **Hands-on**

- 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

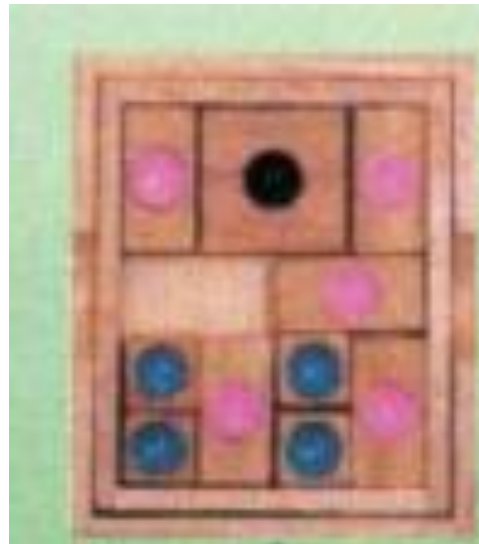




# *P2 Programmes*

## **BrainGames**

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





# *P2 Programmes*

## **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



# *P2 Programmes*

## **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



# *P2 Programmes*

## **Reasoning Cartoon**

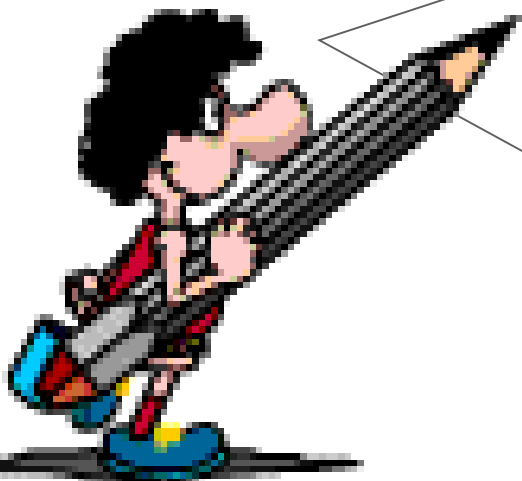
- Develop thinking, reasoning, communication, application and metacognitive skills with the help of our cartoon characters, Chendol, Kachang, Cheng Teng and Cha Cha.



# CPA Approach

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

C-P-A Approach



# *Experiential Learning*



# Contact Details



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THANK YOU

