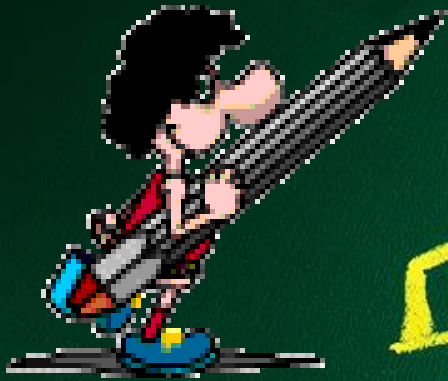


# MATHEMATICS

Information for Primary Three Parents



$$5 + 2 = 7$$





# Primary Mathematics (Laying a strong foundation)

The Primary Mathematics syllabus aims to enable all students to:

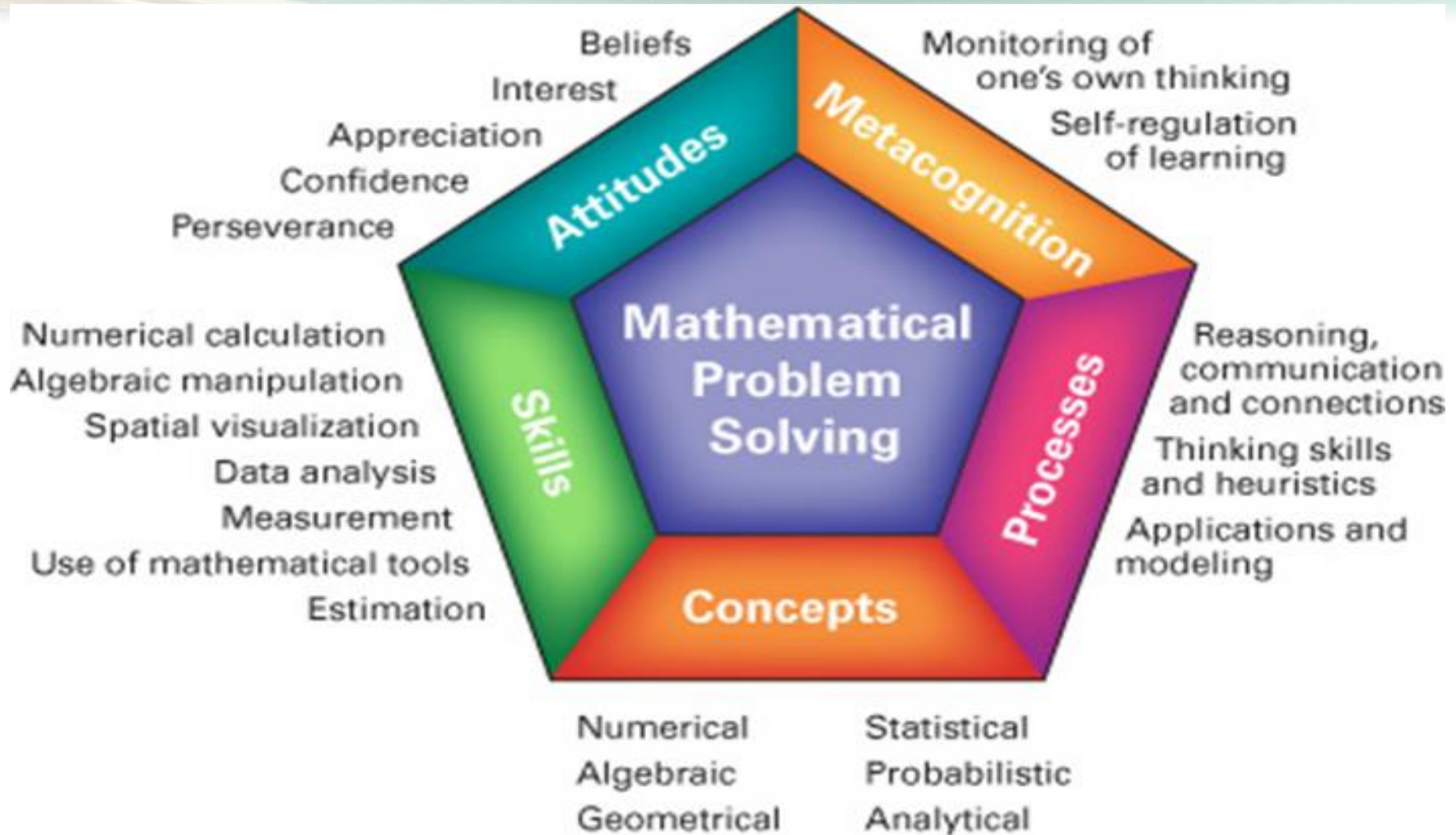
- Acquire mathematical concepts and skills for everyday use and for continuous learning in Mathematics.
- Develop thinking, reasoning, communication, application and metacognitive skills through a mathematical approach to problem solving; and
- Build confidence and foster interest in Mathematics



# 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 10 000**
- ✓ **Addition of subtraction up to 10 000**
- ✓ **Multiplication Tables of 6, 7, 8 and 9**
- ✓ **Equivalent Fractions**
- ✓ **Addition and Subtraction of Fractions**

# *P3 Syllabus*



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

# ***P3 Syllabus***



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

- ✓ **Time**
- ✓ **Length, Mass and Volume**
- ✓ **Area and Perimeter**
- ✓ **Angles**
- ✓ **Perpendicular and Parallel lines**

## **Statistics (Strand)**

- ✓ **Bar 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

# Checkpoints



Platforms to check learning at Primary 4

Daily  
assignments

Experiential  
Learning  
activities

Class, group  
and individual  
tasks

Presentation



# *P3 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 KEY Programmes

**Fun with Learning**

**Integrated Trail**

**Talent Development**

**Reasoning Cartoon**

**Math Alive**

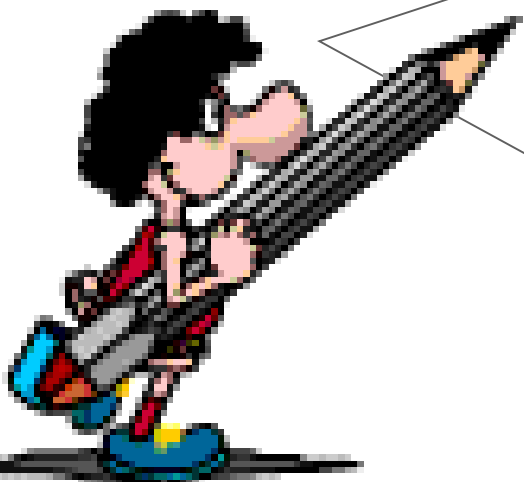
**Math Olympiad**



# CPA Approach

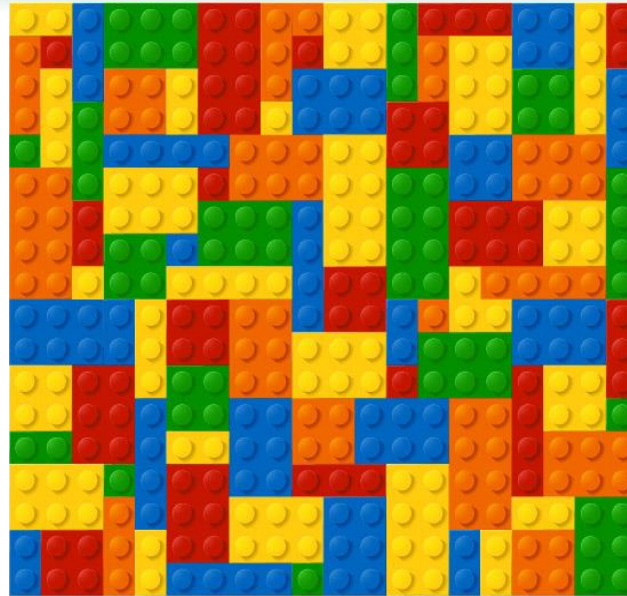
Our approach when teaching Math concepts to young children is from 'Concrete' to 'Pictorial' to 'Abstract'.

C-P-A Approach





# *Experiential Learning*



# HOW YOU CAN HELP YOUR CHILD IN MATHEMATICS



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



# Contact Details



## HOD Mathematics

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## LH Mathematics

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**THANK YOU**