

TOP TEN MATHS PROGRAM BRINGS NEW LIFE TO NUMERACY

There is a real “buzz” around the whole school this year and, astonishingly, it’s all about Maths! At the start of term, all our Teaching and Education Support staff took part in a rewarding day of Professional Development to learn about a new Maths program, which has since been launched across the school.



Miss Hide and two of her Year 3s having fun learning about rounding!

The Top Ten Maths program is aimed at developing a deep understanding of key Mathematical concepts. The activities are hands on, materials based, and really fun! A main feature of this method is the use of hands-on games and activities to make sense of Maths concepts that otherwise can seem quite mysterious. The students have been really enjoying this new way of learning and are fully immersed in exploring Maths. The best part of the launch has been seeing students changing their attitude towards from self -doubt to a newfound confidence. One student in Year 4 has even been heard saying, “I never thought I’d like Maths, and I’m getting it!”



Anna, a.k.a “Miss Maths” teaching some Year 3s to play “Rounding Snakes and Ladders”.

Last week, as part of our launch of Top Ten, we hosted Anna Kapnoullas – one of the exceptional teachers behind the program – who came to model some of the lessons with students across the school. Our students really showed up on the day; bringing their best manners and the school values to the sessions. Anna demonstrated some great games and hands on activities to help our students build on their understanding of number and place value.

Hopefully, our students’ enthusiasm will continue to grow and will share some of their learning with you at home. Many of the Top Ten activities we are doing at school could be played again with items you already have around the house. Who knows, the whole family might enjoy them too!



Year 1 students having fun learning about partitioning – breaking numbers up – using hands on material

Play “Rounding Shoot Out”

1. Each player writes down tens numbers from 0 to 100. (10, 20, 30, 40, etc.)
2. In turns players turn over 2 playing cards to make a 2 digit number (discard face cards). You can put the digits in either order to make the number you want.
3. Players cross out the tens number that is closest to their number. Talk about rounding; how do you know which one to cross out?
4. The first player to cross out all their tens is the winner! Be careful though - if you’ve already crossed out the closest ten, you miss your turn!



Steven Edwards

RUN CLUB

Run Club will resume on Wednesday, 21st March.

Jonathan Martin

Run Club Coach