

## Maths

How can maths be used in different ways?

Year 1 - 2

### Learning Outcomes:

At the end of the session:

- ✓ **All pupils** will use maths in unique and creative ways involving objects and animals which will inspire and engage them
- ✓ **Most pupils** will understand how numbers can be used to compare and organise
- ✓ **Some pupils** will start to understand how to use maths through observations

### Session Outline:

Pupils are divided into five groups who rotate around five different maths stations with a different maths puzzle. At each station they are self-directed to solve a maths question using the information and items supplied at each station. Stations include: the turtle station (counting and sorting odd and even numbers), snake skin station (measuring and comparing), replica skull station (counting), fur station (identifying shapes) and cockroach racing (timing).



### Topic Links

#### Maths:

- Number
- Measurement
- Geometry
- Statistics