



# Winter Bar Charts

Help King Leontes organise his court

# Do Now: Count the Royal Items



Look at the items on the slide.

1. Count the **crowns**.
2. Count the **snowflakes**.
3. Write the two numbers down.

# Our Goal for Today

## The Job

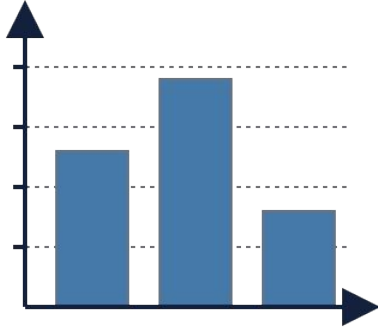
King Leontes needs to organise his court.  
We will use a **bar chart** to show how many items he has.

## Why?

Charts make it easy to see which item we have the most of.



# Key Words



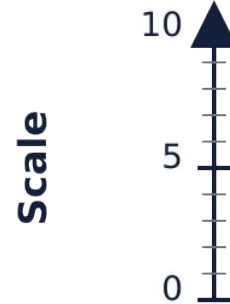
## Bar chart

A chart with bars to show numbers.



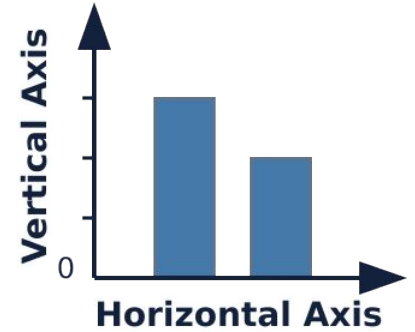
## Data

Information we count and collect.



## Scale

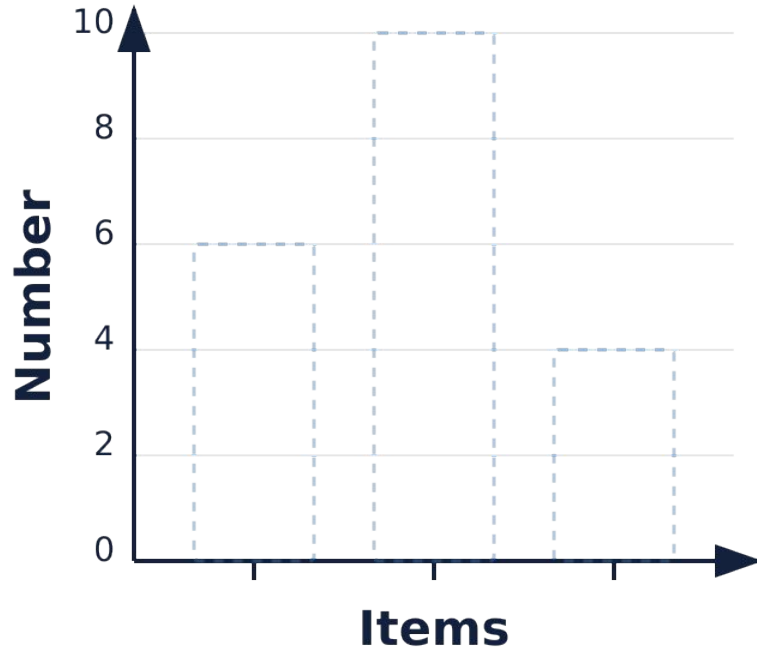
The numbers on the side of the chart.



## Axis

The lines along the bottom and side.

# Parts of a Bar Chart



## Look at the Chart

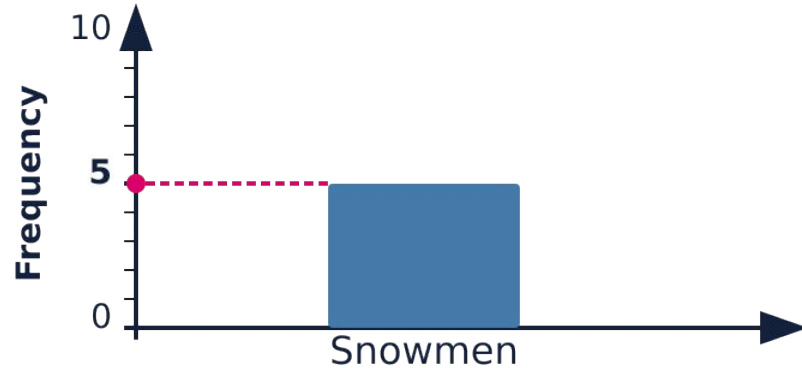
**Bars:** Show the amount.

**Labels:** Tell us what the bar is for.

**Scale:** Numbers up the side.

# Reading the Scale

The scale tells us the value of each bar.  
Count up the side to find the number.



If the bar stops at **5**, we have **5** items.  
Always check the numbers carefully.

## Reading the Scale

1. Look at the top of the bar
2. Follow the line to the left axis

**Result: 5 items**

# King Leontes' Count

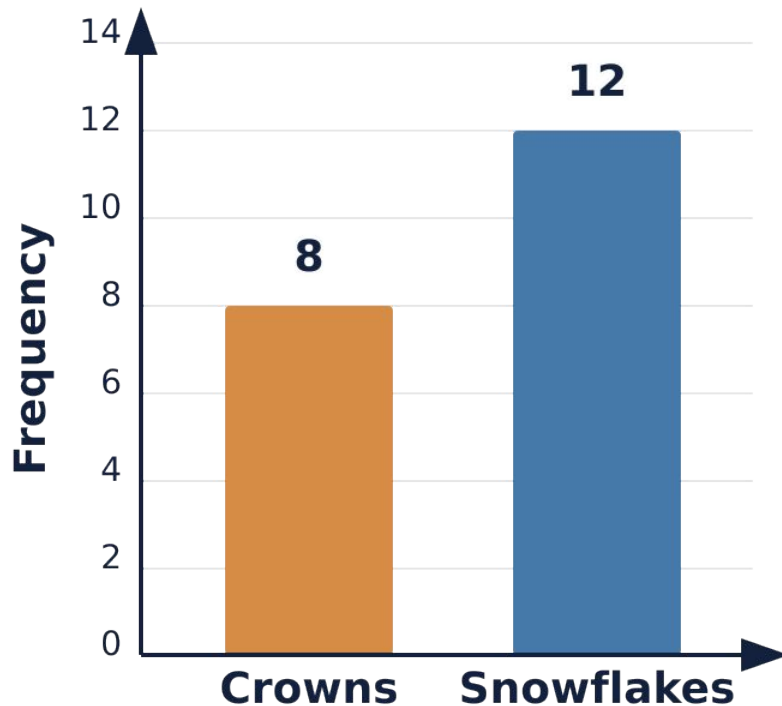
## What did we find?

We counted the items in the Do Now task.

**Crowns: 8**

**Snowflakes: 12**

Now we must put this into the chart.



# True or False

The tallest bar shows the item with the smallest number.



**TRUE**



**FALSE**

Answers on the next slide...

# True or False



The tallest bar shows the item with the smallest number.



**FALSE**

The tallest bar shows the largest number. The smallest bar shows the smallest number.

# Task: Draw the Bars



## Your Turn

You have the data table.

1. Find the number for **Crowns**.
2. Colour the bar up to that number.
3. Do the same for **Snowflakes**.

**Check:** Did you stay inside the lines?

# Read the Chart

Answers on the next  
slide...

Look at your finished chart. Which bar is the tallest?

**1.**

Crowns

**2.**

Snowflakes

**3.**

Both are the same

**4.**

None of them

# Read the Chart



Look at your finished chart. Which bar is the tallest?

1.

Crowns

2.

**Snowflakes**

3.

Both are the same

4.

None of them

# Quiz Time



## Question 1:

How many crowns were there?

## Question 2:

How many snowflakes were there?

## Question 3:

Which number is bigger, 8 or 12?

Answers on the next slide...

# Quiz Time



**Answer 1:**

8

**Answer 2:**

12

**Answer 3:**

12

# Discuss!



## Exit Ticket

What did you learn about bar charts today?

# Discuss!



**You might have said...**

I learned how to colour the bar.

I learned that tall bars mean big numbers.

I learned to read the scale.



# Tally and Totals

Help the Shepherd Plan the Feast

# Quick Fire Quiz



## Question 1:

Which bar is the tallest?

## Question 2:

How many is '||||' in a tally?

## Question 3:

What does a bar chart show?

Answers on the next slide...

# Quick Fire Quiz



## Answer 1:

The one with the biggest number.

## Answer 2:

Four.

## Answer 3:

It shows how many things there are.

# Key Words



## Tally

Marks we use to count. Groups of five lines.



## Total

The final number when you add it all up.



## Survey

Asking a group of people their opinion.



## Frequency

How often something happens. The count.

# What is a Tally?

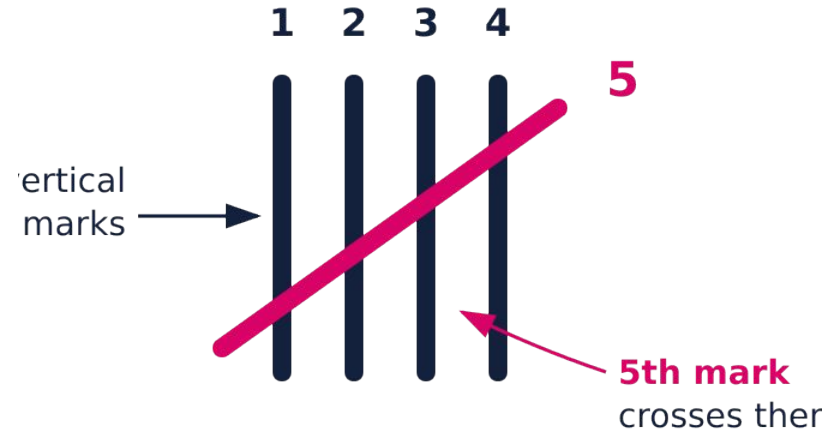
A tally is a quick way to count.

We use small marks like lines.

**Count to 4:** ||||

**Count to 5:** We cross it! ~~~~~

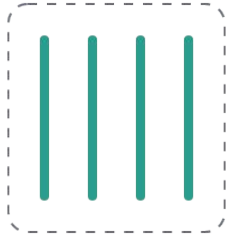
This group of 5 is called a **gate**.



**A "gate" = 5**

# How to Make a Tally

①

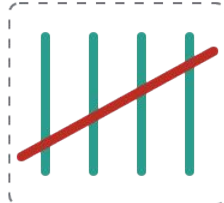


Total: 4

## Mark 1 to 4

Draw one line for each item up to four.

②

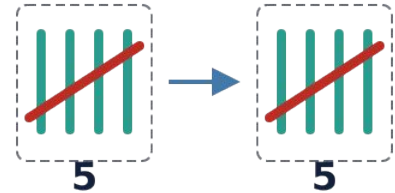


Total: 5

## Close the Gate

Draw the 5th line across to make a group.

③



Total = 10

## Start New

Start a new group for the next five items.



# Why Do We Group in Fives?

It is hard to count lots of lines.

If we have many lines, we might lose track.

**Groups of 5** make it fast to count.

We count the groups first. Then the extra lines.

# Model: Counting the Votes

Food Option	Tally	Total
Pie		4
Stew	<del>    </del>	7
Bread		2

# Fill in the blanks

Look at the tally: ~~~~ |||. The total is \_\_\_\_\_.

Word bank 

8, 7, 9, 5

Answers on the next slide...

# Fill in the blanks



Look at the tally: ~~~~ |||. The total is **8**.

Word bank 

**8, 7, 9, 5**

# Class Survey: The Feast



## Do

Ask class for food votes.

## Why

Count votes to help the Shepherd.

## Time

15 minutes

## Steps:

1. Get each vote.
2. Mark lines for votes.
3. Cross gate every 5 votes.

# Check Your Work

Answers on the next  
slide...

What is the total for this tally: ~~~~ ~?

**1.**

4

**2.**

5

**3.**

6

**4.**

9

# Check Your Work



What is the total for this tally: ~~~~ ~?

1.

4

2.

5

3.

6

4.

9

# Discuss!



## Think and Talk

Why is it faster to count tallies in groups of five?

# Discuss!



**You might have said...**

You can count by fives.

It stops you from losing your place.

It is easier to add up.

# Well Done!

Today we used tallies to count opinions.

## **What I learned:**

I can make a tally chart.

## **What I will try next time:**

I will work out the total on my own.





# Position and Direction

Help Antigonus find his way on Bohemia's beach

# Key Words



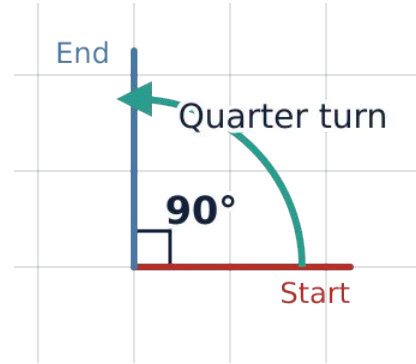
## Direction

The way you move or face.  
Like Up or Right.



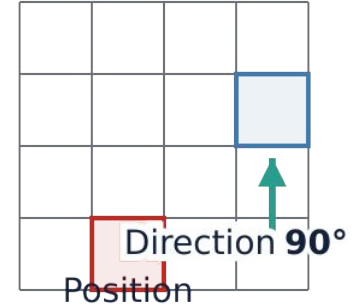
## Position

Where something is. Like on a map.



## Quarter turn

A turn of 90 degrees. A right angle.



## Grid

A set of lines that helps us find places.

# Do Now: Tally Quiz

Answers on the next  
slide...

How many is '||||' in a tally?

**1.**

3

**2.**

4

**3.**

5

**4.**

10

# Do Now: Tally Quiz



How many is '||||' in a tally?

1.

3

2.

4

3.

5

4.

10

# Our Mission

## The Task

Antigonus is lost on Bohemia's beach.  
He needs to find the **Shepherd's Feast**.  
We will use **arrows** to guide him there safely.



# How to Read a Grid

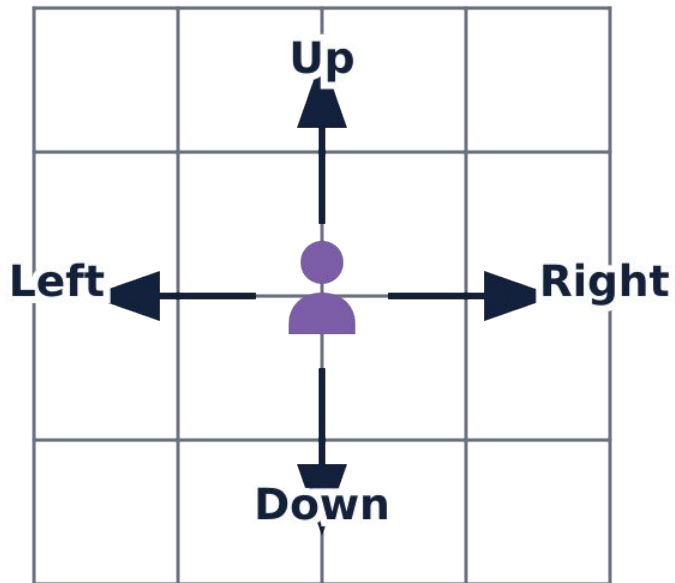
## Look at the Lines

A grid has squares.

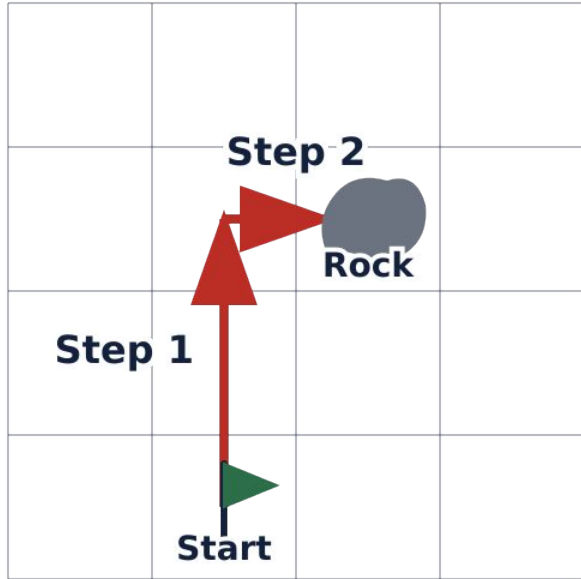
We move **along the lines**.

## Key Words

- **Up:** Move to the top of the page.
- **Down:** Move to the bottom.
- **Left:** Move to the side.
- **Right:** Move to the side.



# Model: Moving on the Grid



## The Route

Start at the **Flag**.

**Step 1:** Move **Two** steps **Up**.

**Step 2:** Move **One** step **Right**.

Now we are at the **Rock**.

# Try It Together



**Do:** Draw the route on your grid. Start at the **Boat**. Move **One step Left**. Then **Two steps Up**. Mark the finish spot.

**Why:** To practise moving the counter.

**Time:** 4 minutes

# True or False

If I move two steps right, I will end up on the left side of the start.



**TRUE**



**FALSE**

Answers on the next slide...

# True or False



If I move two steps right, I will end up on the left side of the start.

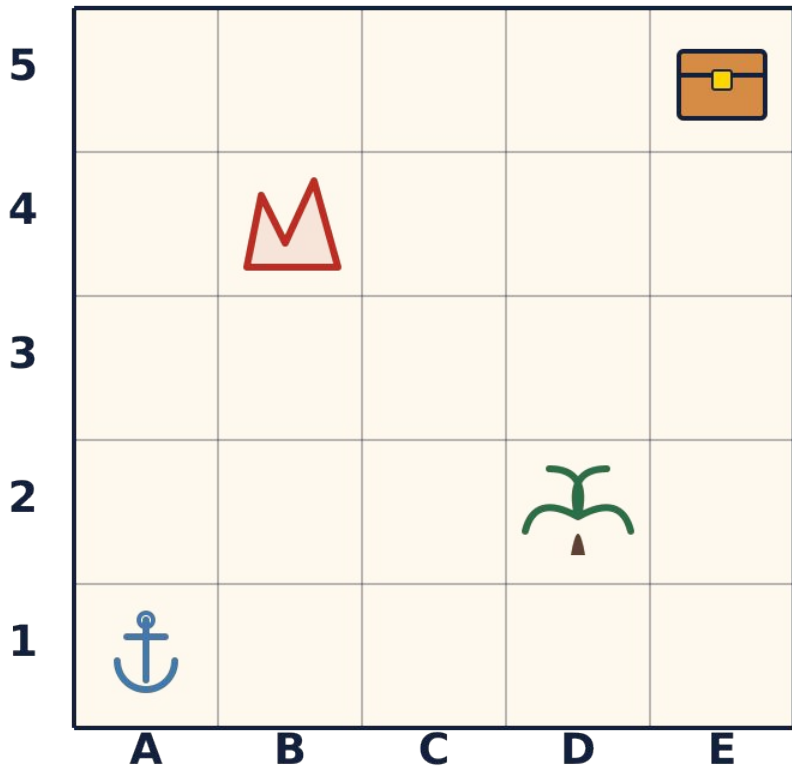


**FALSE**

No. Right is the other way. You end up on the right side.

# Map of Bohemia's Beach

## Bohemia's Beach



### Map Key



Start (Anchor)



Danger (Cliff)



Shade (Palm Tree)



Goal (Treasure Chest)



# Discuss!



## Review and Stretch

Why is your path the safest way to the treasure?

# Discuss!



**You might have said...**

It keeps us away from the danger zone.

It is a short route.

It uses clear turns.

# True or False and why?

We should always walk towards the cliff.



**TRUE**



**FALSE**

Now it's time to explain why...

# True or False and why?

We should always walk towards the cliff.



## Why is that?

- a) True, because the view is nice.
- b) False, because cliffs are dangerous.

Answers on the next slide...


# True or False and why?



We should always walk towards the cliff.



## Why is that?

- a) True, because the view is nice. 
- b) False, because cliffs are dangerous.



# Money Stories

The Winter's Tale: Maths

# Key Words



## **Addition**

Adding numbers together to find a total.



## **Currency**

The money used in a country (like pounds).



## **Total**

The final amount when you add things up.



## **Value**

How much a coin is worth.

# Match the words with the definitions

1.

50p

a) Twenty pence

2.

20p

b) Fifty pence

# Match the words with the definitions



1.

50p

b) Fifty pence

2.

20p

a) Twenty pence

# Today's Purpose

## The Job

We will add two prices for feast snacks.

## The Goal

The Clown pays the correct amount.





# The Feast Snacks

The Clown buys snacks for the feast.

He picks an apple and a bun.

We need to find the total cost.

# How to Add Prices

1

## Find the values

Look at the price of each item.



2

## Add them up

Put the two numbers together.



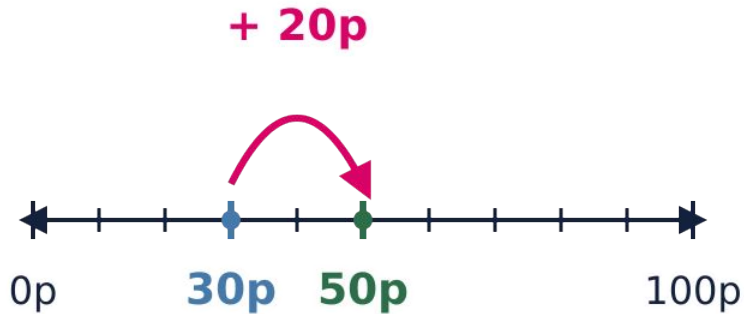
3

## Check the total

Make sure the amount is right.



# Let's Try It Together



## The Problem

An apple costs **30p**.

A bun costs **20p**.

## The Steps

1. Start at 30p.
2. Count on 20p more.
3. The total is **50p**.

# Your Turn: The Shop Bill

## Anchor Point

**Do:** Add the two prices.

**Why:** To manage money.

**Time:** 15 mins.

## The Task

Find the total for the two snacks.

- **Where is the total amount?**
- **How do you know it is right?**
- **Why is this the best way to pay?**



# Check Your Work

Answers on the next  
slide...

A drink costs 40p. A pie costs 30p. What is the total?

**1.** 60p

**2.** 70p

**3.** 80p

**4.** 90p

# Check Your Work



A drink costs 40p. A pie costs 30p. What is the total?

1. 60p

2. 70p

3. 80p

4. 90p

# Discuss!



## Talk About It

Can you find two different ways to pay the total amount using coins?

# Discuss!



**You might have said...**

Use a 50p coin.

Use two 20p and one 10p.

Use five 10p coins.

# Independent Work



Complete your worksheet. **Add two prices under £1.** Use the number line to help you exchange coins if you get stuck.



# Exit Ticket

## What I Learned

I can add two prices together.

## Next Time

I will try to find different coins to make the same total.



# Timetable Planning

Be Ready for the Oracle

# Do Now: Time Check

## Question

How many minutes are in half an hour?

## Think

You know 1 hour is 60 minutes.

Half of 60 is...



# Meant Schedule

Stundet	Ernaul	Ernung	San Solatte
1			
2			
2			
3			
4			
6			
6			
6			
7			
19			
12			
19			
13			
19			
19			
19			
7			
10			
10			

# Our Job Today

## The Plan

The Oracle is coming to the castle.

We must plan a 20-minute slot for the visit.

## Your Task

Fill in the timetable.

Make sure we are on time for the work.

# Key Words



## Timetable

A list of times for events.



## Schedule

A plan for when things happen.



## Duration

How long something lasts.

# Start and End Times



## Look at the Clock

A timetable needs a **start time** and an **end time**.

## Example

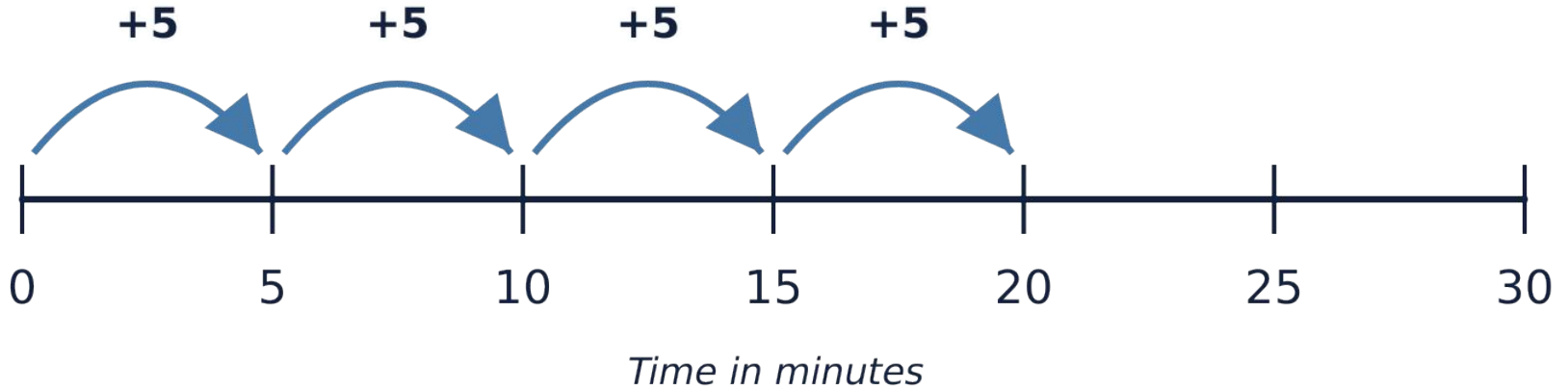
**Start:** 2:00 pm

**Event:** Speech

**End:** 2:20 pm

The duration is 20 minutes.

# Counting the Minutes



**Total = 20 minutes**

# Model: One Event

## The Oracle Arrives

**Start Time:** 10:00 am

**Event:** Welcome Speech

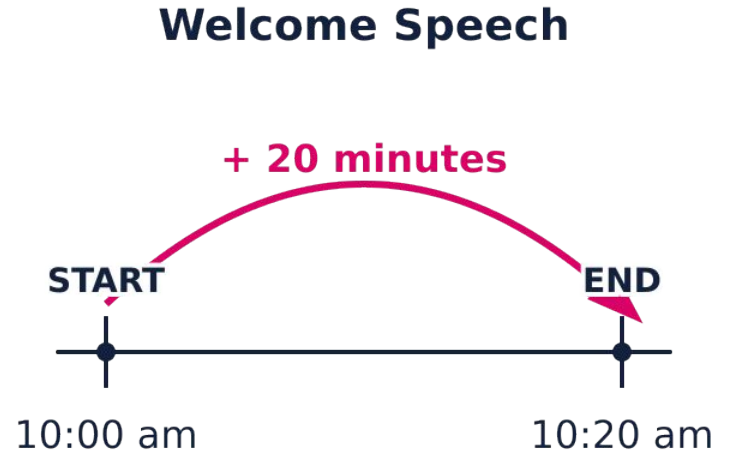
**Duration:** 20 minutes

## Find the End Time

Start at 10:00.

Count on 20 minutes.

End time is **10:20 am**.



# Try It Together



## Plan the Show

**Start Time:** 10:30 am

**Event:** Magic Show

**Duration:** 20 minutes

## Your Job

What is the end time?

Count on from 10:30.

# True or False and why?

If a show starts at 10:30 and lasts 20 minutes, it ends at 10:50.



**TRUE**



**FALSE**

Now it's time to explain why...

# True or False and why?

If a show starts at 10:30 and lasts 20 minutes, it ends at 10:50.



## Why is that?

- a) Incorrect: You add 10 minutes, not 20.
- b) Correct:  $30 + 20 = 50$  minutes.

Answers on the next slide...

# True or False and why?



If a show starts at 10:30 and lasts 20 minutes, it ends at 10:50.



## Why is that?

a) Incorrect: You add 10 minutes, not 20.

b) Correct:  $30 + 20 = 50$  minutes. 

# Independent Work



## Fill the Timetable

1. Pick a start time for the Oracle's visit.
2. Write the event name.
3. Calculate the end time.

### Anchor Point:

**Do:** Fill in the times.

**Why:** To be on time for work.

**Time:** 15 mins

# Stretch Question

Answers on the next  
slide...

The first act is 20 minutes. The second act is also 20 minutes. How long is the whole show?

**1.** 20 minutes

**2.** 30 minutes

**3.** 40 minutes

**4.** 60 minutes

# Stretch Question



The first act is 20 minutes. The second act is also 20 minutes. How long is the whole show?

1. 20 minutes

2. 30 minutes

3. 40 minutes

4. 60 minutes

# Discuss!



## Review and Exit

What I learned today about timetables?

What will I try next time?

# Discuss!



**You might have said...**

I learned to count on minutes.

I will double-check my end times.



# Repair Logic Sort

How can Leontes and Hermione fix things?

# Do Now: Recap Quiz

## Quick Check

Sort the icons into two groups.

- **Group A:** Crowns
- **Group B:** Sheep

## Your Job

Cut or stick each icon in the right box.





# The Purpose

## Today's Goal

We will use a **Venn diagram** to sort actions.

## Why?

To organise tricky ideas about fixing a friendship.

## Who?

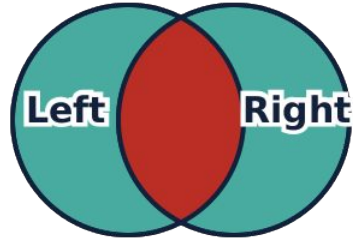
Leontes and Hermione need our help to make things right.

# Key Words



## Sort

Putting things into groups that are the same.



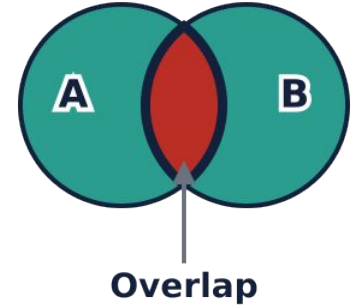
## Venn diagram

Two circles that overlap to show groups.



## Category

A name for a group of things.



## Overlap

The middle part where circles join.

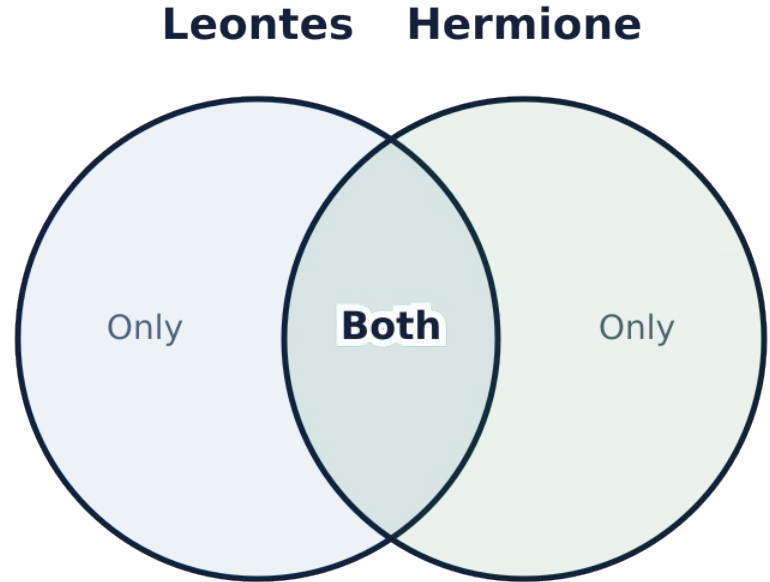
# The Venn Diagram

## Two Circles

**Left Circle:** Things Leontes must do.

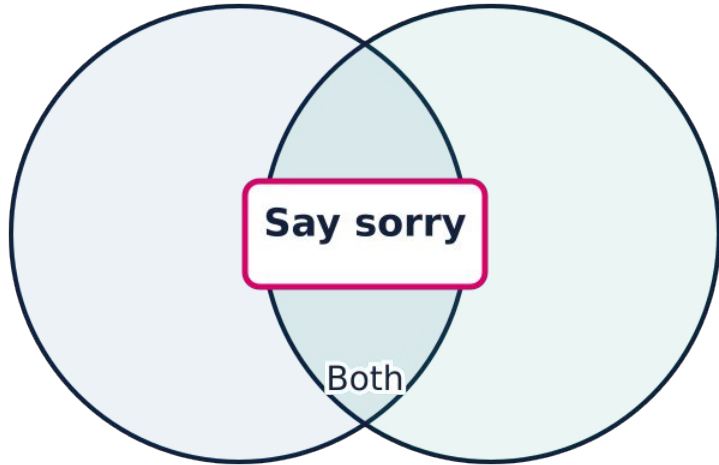
**Right Circle:** Things Hermione must do.

**Middle Overlap:** Things BOTH must do together.



# Model: Sorting Actions

Leontes    Hermione



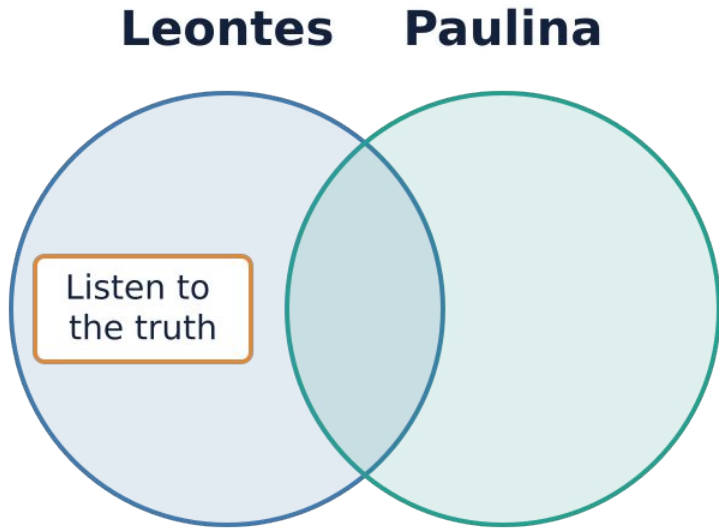
## Example 1

Action: Say sorry.

## Where does it go?

Both Leontes and Hermione need to say sorry. It goes in the **middle overlap**.

# Model: Sorting Actions



## Example 2

**Action:** Listen to the truth.

### Where does it go?

Leontes must listen to the truth. It goes in the **Leontes circle**.

# Try It Together

## Your Turn

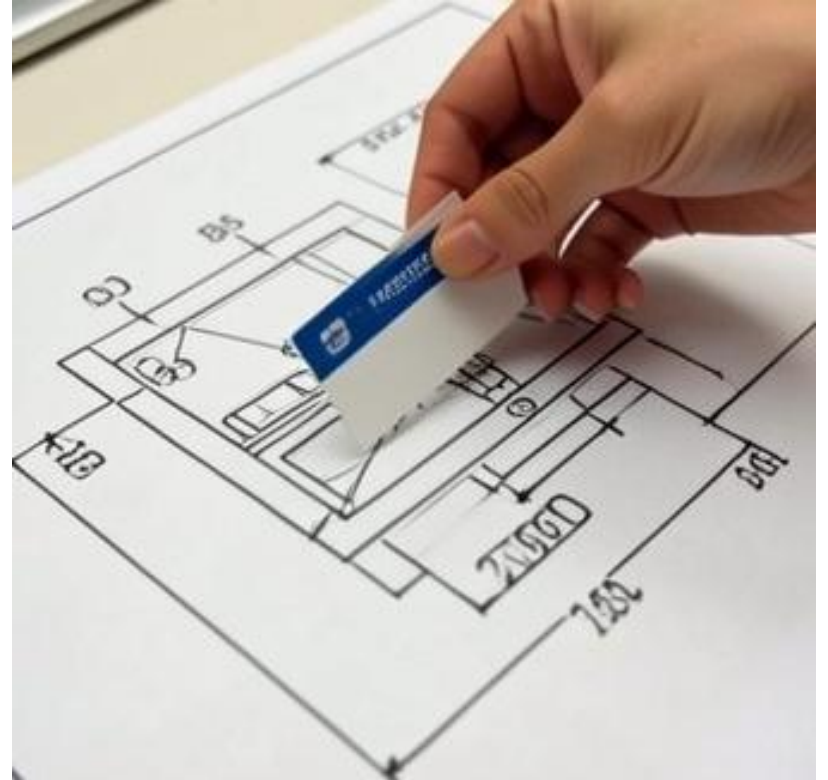
**Action:** Forgive the past.

## Think

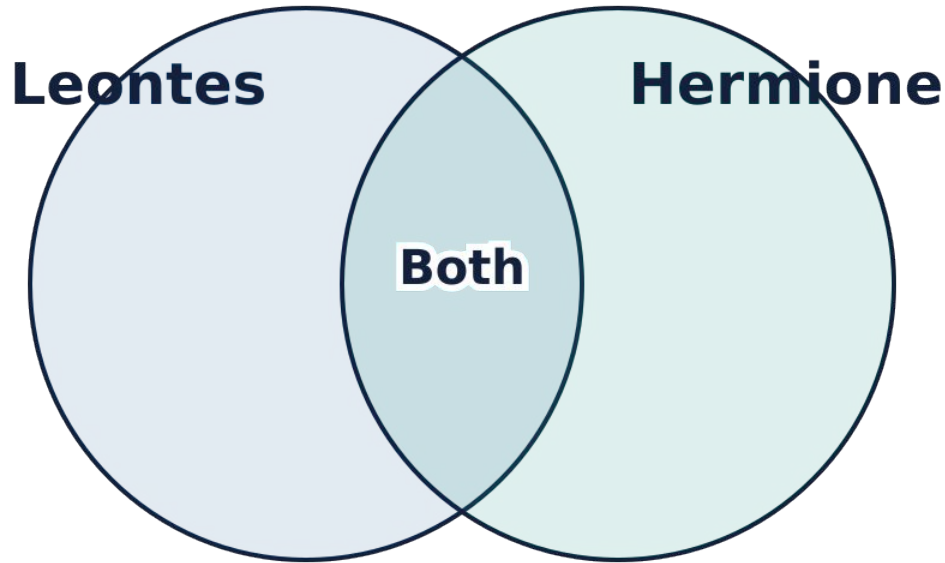
Who needs to forgive? Just one person or both?

## Place the card

Stick it in the right part of the diagram.



# Task: Sort the Repair Actions



---

Trust again

Be kind

Stop the anger

Talk calmly

Admit mistakes

Show love

# Independent Task



**Do:** Sort the action cards into the Venn diagram.

**Why:** To organise how they fix the friendship.

**Time:** 15 minutes.

# Discuss!



## **Check and Review**

Why is the middle overlap the best choice for some actions?

# Discuss!



**You might have said...**

Both people need to do it to fix the problem.

It takes two to make up.

Friendship needs work from both sides.

# Exit Ticket

## What I learned

I can sort actions into groups.

## What I will try next time

I will explain why an action goes in the middle.





# Mixed Mini Quiz

## 1

Check Your Maths Skills

# Key Words



## Review

To look back at what we know.



## Accurate

Getting the answer right. No mistakes.



## Method

The way we solve a problem step by step.



## Check

To look over work again to be sure.

# Do Now: Quick Maths

## Warm Up

### Money:

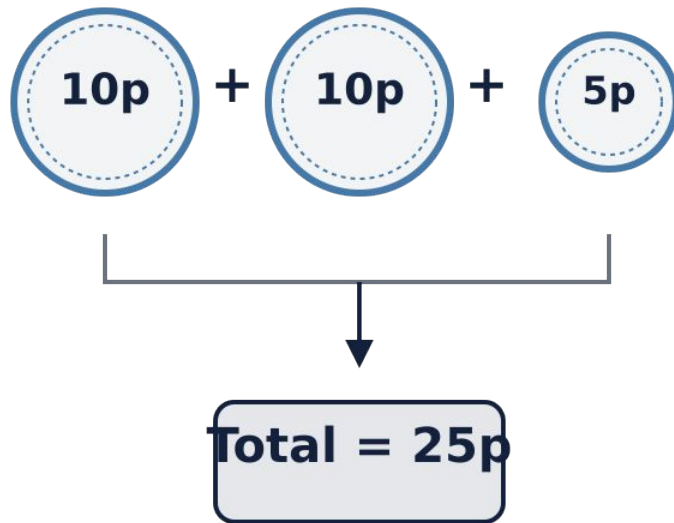
$$10p + 10p + 5p = ?$$

### Time:

How many minutes in 3 minutes?

### Logic:

Recall Lesson 6. We used a Venn diagram to sort actions.





# The Task: Our Mini Quiz

## What are we doing?

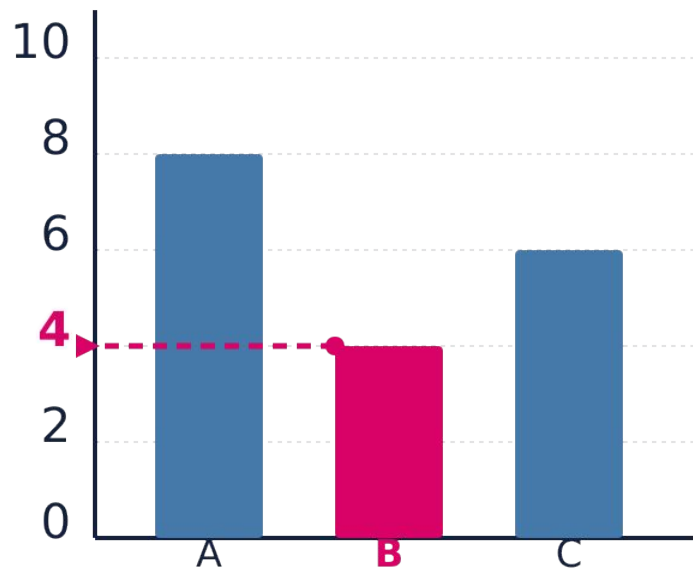
We will answer questions on three topics:

1. **Charts:** Reading bar charts.
2. **Money:** Adding and finding totals.
3. **Time:** Reading clocks and timetables.

## Why?

To show what we know and check our progress.

# Topic 1: Bar Charts



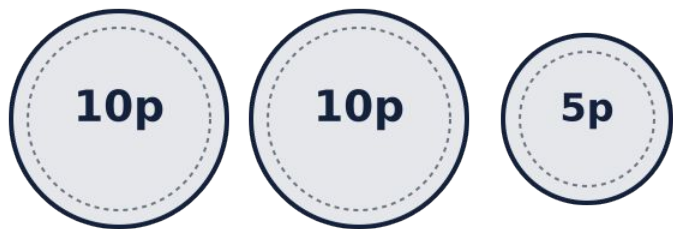
## How to read a chart

1. Look at the **lines** on the side. These are the numbers.
2. Look at the **bar**. Find the top.
3. Follow the line across to the number.

## Example

The bar stops at the number 4. The answer is 4.

# Topic 2: Money



## How to add money

1. **Group** the coins. Put the 10ps together.
2. **Count** in steps. 10, 20, 30...
3. **Add** the small coins last.

## Example

$10\text{p} + 10\text{p} + 5\text{p}$ .

Count: 10, 20, then 25.

# Topic 3: Time



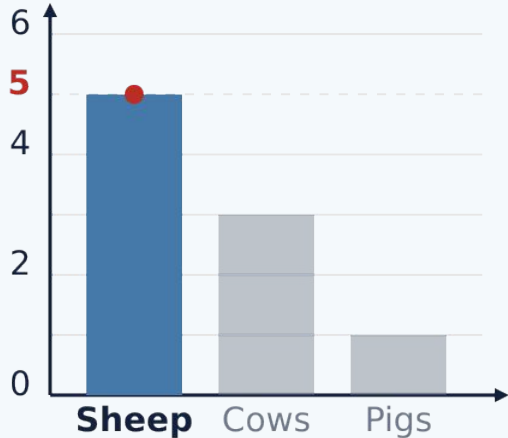
## How to read time

1. Look at the **short hand**. It tells us the hour.
2. Look at the **long hand**. It tells us the minutes.
3. Count the minutes in 5s.

## Example

Short hand on 3. Long hand on 12.  
It is 3:00.

# Let's Try One Together



**Question:** Look at the bar chart. How many sheep are there?

**Step 1:** Find the bar for 'Sheep'.

**Step 2:** Look at the number at the top of the bar.

**Step 3:** Write the number.

# Check Your Maths

Answers on the next  
slide...

You buy an apple for 20p and a banana for 15p. How much is the total?

**1.** 35p

**2.** 25p

**3.** 45p

**4.** 30p

# Check Your Maths



You buy an apple for 20p and a banana for 15p. How much is the total?

1. 35p

2. 25p

3. 45p

4. 30p

# Independent Work



**Do:** Finish the quiz on your sheet.

**All:** Complete 5 fluency questions.

**Most:** Solve one multi-step problem.

**Some:** Mark your own work using the answer key.

**Time:** 20 minutes.

# True or False and why?

The short hand on a clock tells us the minutes.



**TRUE**



**FALSE**

Now it's time to explain why...

# True or False and why?

The short hand on a clock tells us the minutes.



## Why is that?

- a) False, because the short hand tells us the hour.
- b) True, because the short hand moves fast.

Answers on the next slide...


# True or False and why?



The short hand on a clock tells us the minutes.



## Why is that?

- a) False, because the short hand tells us the hour.
- b) True, because the short hand moves fast. 

# Exit Ticket

**What I learned:**

I can read charts and add money.

**What I will try next time:**

I will check my work twice.

**Great work today!**





# Route Planning

Help Perdita Escape Safely

# Key Words



## Route

The path or way you take from one place to another.



## Scale

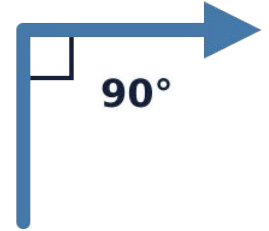
Shows the real size of things on a map. Like 1cm = 1m.



## Distance

How far it is from the start to the end.

## Right Turn



## Angle

The amount of turn between two lines. Like a corner.



# Do Now: Body Turn

## Your Task

**Stand up.**

Turn your body to the right.

**Stop.**

You just turned a **right angle**. That is a **90 degree** turn.

# The Escape Plan

## The Story

Perdita needs to escape the castle.  
She must move from the **Tower** to the **Gate**.  
We need to plan the **shortest** route to keep her safe.



# Castle Map

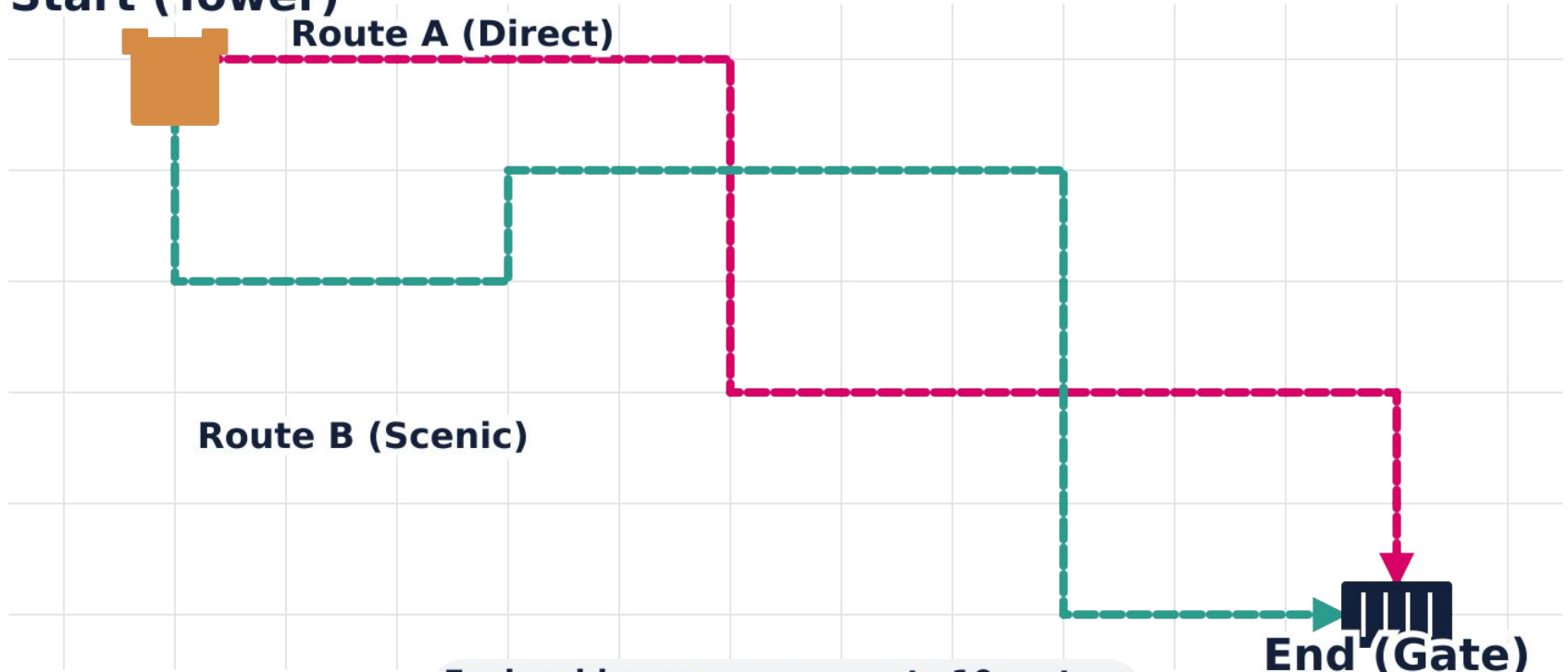
Start (Tower)

Route A (Direct)

Route B (Scenic)

End (Gate)

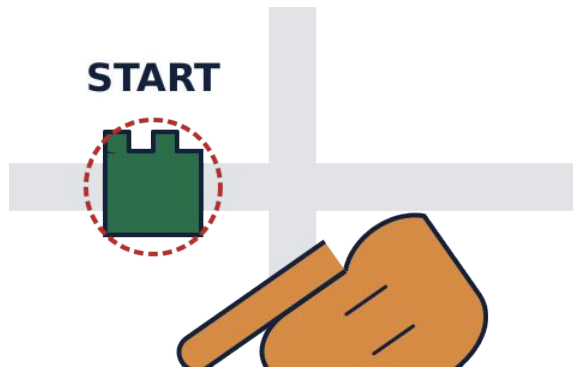
Each grid square represents 10 metres



# How to Plan a Route

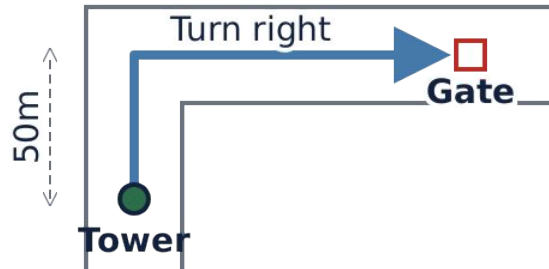
## Find Start

Put your finger on the Tower. This is where we begin.



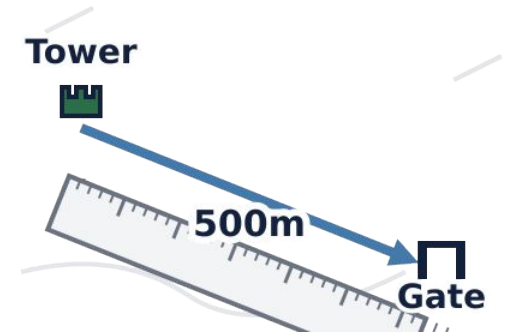
## Check Turns

Look for corners. Do you turn left or right?



## Count Distance

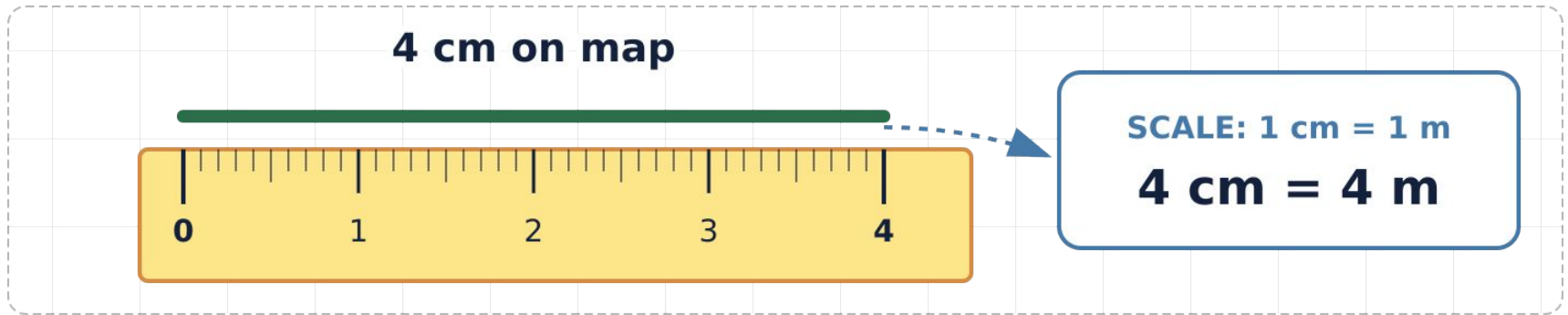
Use the scale. Count how many meters to the Gate.



# Using the Scale

## The Rule

Map scale: **1 cm = 1 m**. 1 cm on paper = 1 m in real life.



## The Check

If a path is **5 cm** long, the real distance is **5 m**.

# Quick Check

Answers on the next  
slide...

Perdita walks 3 cm on the map. The scale is 1cm = 1m. How far does she walk in real life?

**1.** 1 metre

**2.** 3 metres

**3.** 10 metres

**4.** 30 metres

# Quick Check



Perdita walks 3 cm on the map. The scale is 1cm = 1m. How far does she walk in real life?

1. 1 metre
2. **3 metres**
3. 10 metres
4. 30 metres

# Let's Map It!



## Anchor Point

**Do:** Draw the escape route on your map.

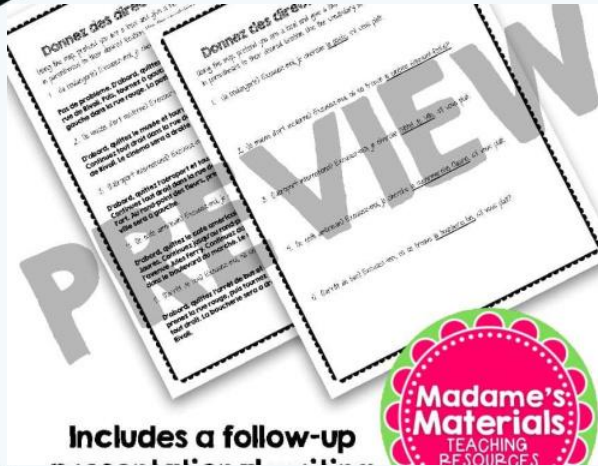
**Why:** To find the shortest way.

**Time:** 15 minutes.

## Your Task

1. Find the **Tower** (Start).
2. Draw a line to the **Gate** (End).
3. Count the turns.
4. Measure the distance.

# Discuss!



## Talk About It

What changed when we turned right?

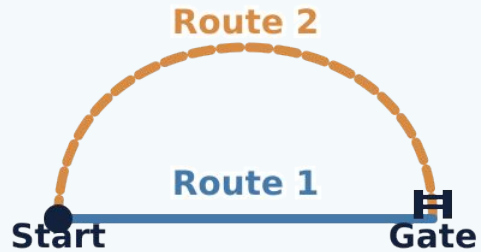
# Discuss!



**You might have said...**

The direction we faced changed. The path went a new way. We had to look for the next turn.

# Stretch: Compare Routes



Look at two different ways to get to the Gate.

**Which route is faster?**

Measure both paths. Write down which one is shorter and why.

# Exit Ticket

## What I Learned

I can use a map to find a route.

## What I Will Try Next Time

I will check the scale more carefully.





# Prices and Change

Find change from £2

# Key Words



## Subtraction

Taking away one number from another.



## Change

The money you get back when you pay.



## Balance

How much money you have left.



## Transaction

When you buy or sell something.

# Do Now: Maths Quiz

## Your Task

Work out the answer.

**100 take away 50**

## Time Check

You have 3 minutes.



# Our Purpose



## The Goal

Today we will find change from £2.

## Why?

We do this to check we get the right money back when we go shopping.

# The Sheep Shears

## The Problem

You need to buy sheep shears.

## The Cost

They cost 80p.

## Your Money

You pay with a £2 coin.

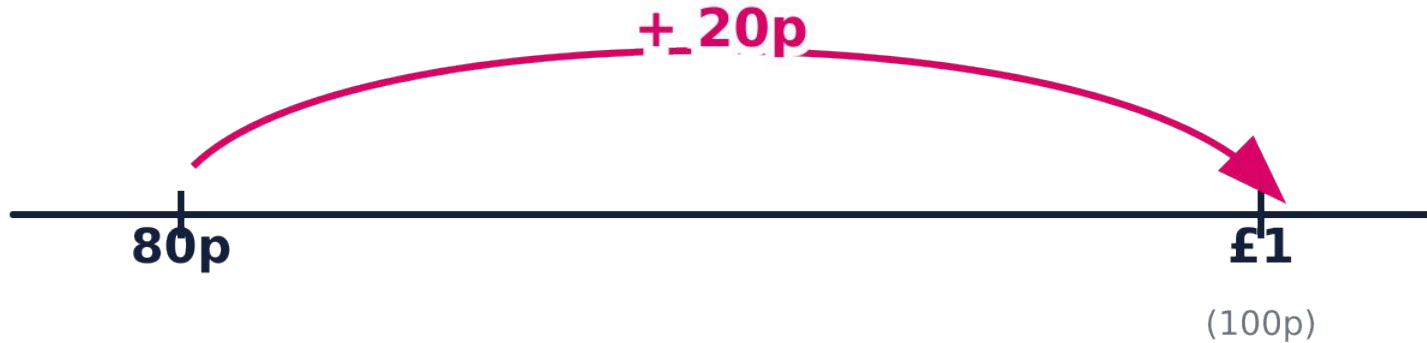


# Step 1: Count to £1

## The Gap

Start at 80p.

Count up to £1.



## The First Part

$80p + 20p = £1$ . We have 20p.

# Step 2: Count to £2

## The Rest

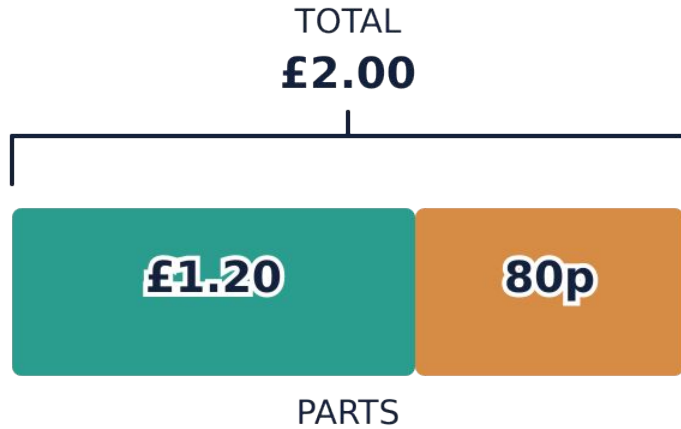
Now go from £1 to £2.



## The Second Part

£1 + £1 = £2. Need £1 more.

# The Total Change



$$\text{£1.20} + 80\text{p} = \text{£2.00}$$

## Add the Parts

Part 1: 20p

Part 2: £1

**Total Change: £1.20**

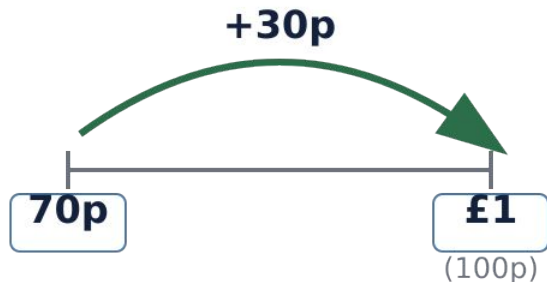
## Check It

$$\text{£1.20} + 80\text{p} = \text{£2.00}$$

# How to Find Change

## Step 1

Count up to the next pound.



## Step 2

Count up to the amount you paid.



## Step 3

Add the two parts together.



# Quick Check

Answers on the next  
slide...

You pay £2 for a pen that costs 50p. What is your change?

**1.** £1.50

**2.** 50p

**3.** £2.50

**4.** £1

# Quick Check



You pay £2 for a pen that costs 50p. What is your change?

1. £1.50

2. 50p

3. £2.50

4. £1

# Your Turn



## Do

Work out the change from £2.

1. Item costs: 60p
2. Item costs: £1.40

## Why

To make sure you are not overcharged.

## Time

15 minutes

# Discuss!



## Exit Ticket

Why is it important to check your change before you leave the shop?

# Discuss!



**You might have said...**

To make sure the shop gave you the right amount.

To keep your money safe.

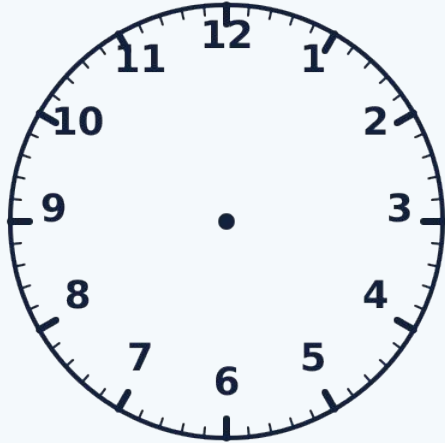
To spot mistakes quickly.



# Duration Within the Hour

Planning the Statue Unveiling

# Do Now



Draw the time **3:30** on the clock face below. Be careful with the hands!  
*(Recap Lesson 9 Quiz: Change)*

# Our Lesson Purpose



## The Task

We need to time the **unveiling** (showing) of the statue.

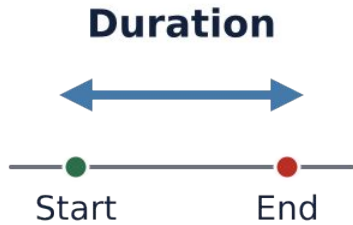
## The Goal

We will find the **start** time and **end** time for the event.

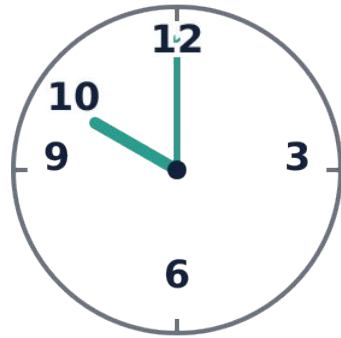
## Why?

So we know when to gather and when to finish.

# Key Vocabulary



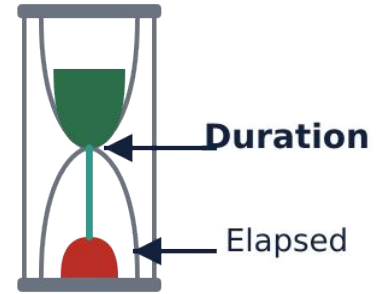
**Duration**  
How long something lasts.  
The time from start to finish.



**Analog**  
A clock with hands. It has a face and numbers.



**Digital**  
Time shown with numbers only.  
Like a phone screen.



**Elapsed**  
Time that has passed by.

# Reading O'clock Times



## Look at the Clock

When the big hand points to **12**, it is **o'clock**.

## Read the Small Hand

The small hand tells you the hour.

## Example

If the small hand points to **2**, the time is **2 o'clock**.

# Adding 15 Minutes

## The Rule

Count **forward** in steps of 5.

## Step-by-Step

Start at the time. Count: 5, 10, 15.

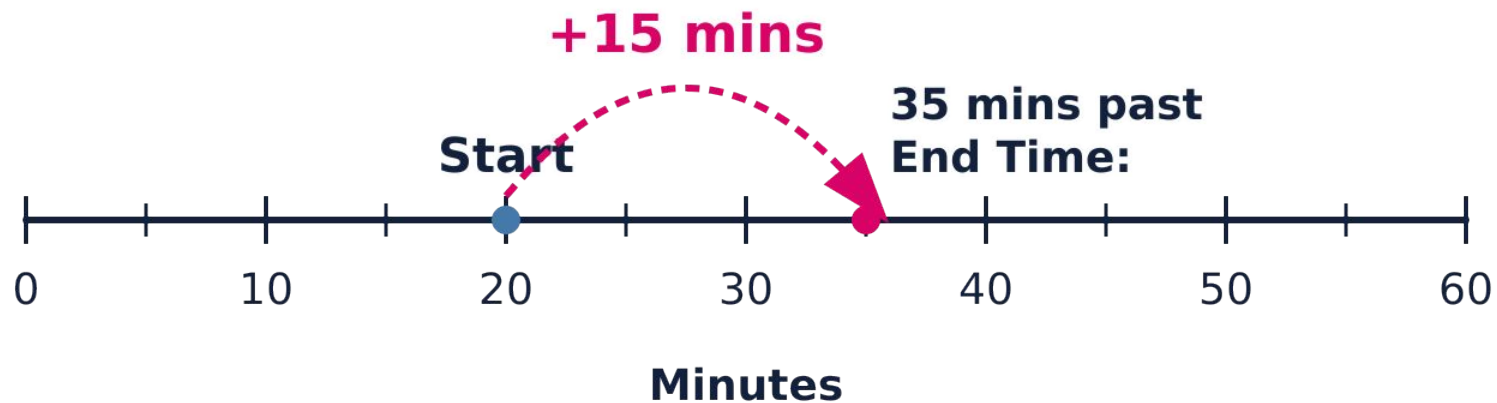
## Example

If it is **2:00**, add 15 minutes.

The new time is **2:15**.



# Model: Finding the End Time



# Quick Check

Answers on the next  
slide...

The speech starts at 4:00. It lasts for 15 minutes. What time does it end?

**1.** 3:45

**2.** 4:15

**3.** 4:30

**4.** 5:00

# Quick Check



The speech starts at 4:00. It lasts for 15 minutes. What time does it end?

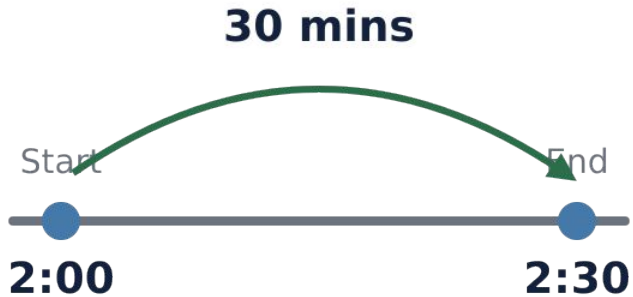
1. 3:45

2. 4:15

3. 4:30

4. 5:00

# Calculating the Difference



## What is it?

Finding how much time is between two times.

## How?

Count on from the start time to the end time.

## Example

Start: **2:00**. End: **2:30**.

The difference is **30 minutes**.

# Task: Time the Unveiling



## Statue Event Planning:

1. **All:** Note the start time.
2. **Most:** Add 15 minutes for the end time.
3. **Some:** Calculate total event duration.

## Anchor Point:

- **Do:** Determine start/end times.
- **Why:** Ensure smooth event management.
- **Time:** 15 minutes.

# Discuss!



## Review

What time does the statue appear if the cloth is pulled at 2:15?

# Discuss!



**You might have said...**

The statue appears at 2:15.

This is the end of the unveiling.

# Exit Ticket

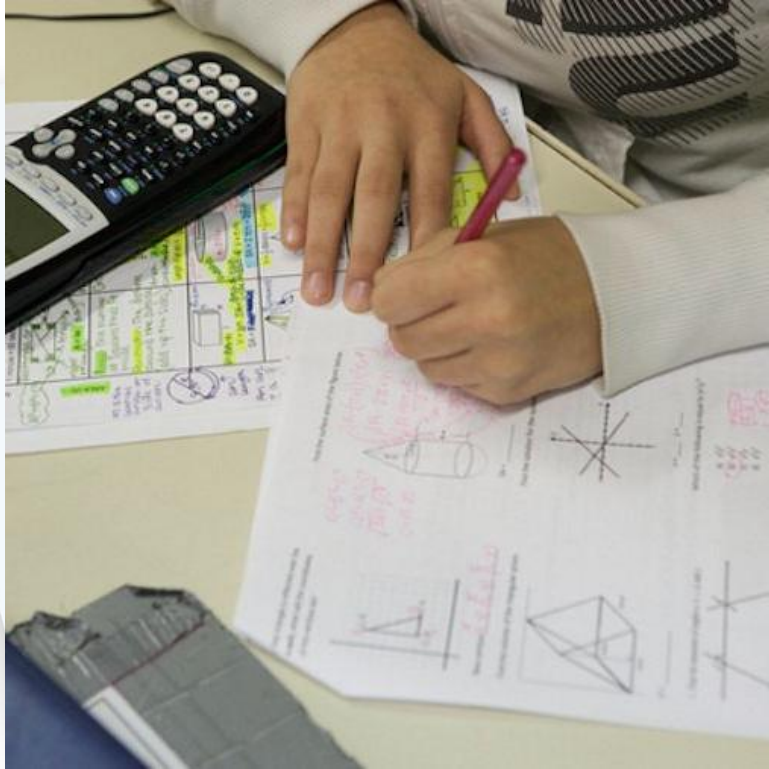
## What I learned

I can find the start and end times.

## What I will try next time

I will try to count on in bigger steps.





# Mixed Mini Quiz

## 2

Show Your Skills: Tally, Routes, and Time

# Key Vocabulary



## **Assessment**

A test or quiz to show what you know.



## **Evidence**

Proof or work that shows your answer.



## **Solve**

To find the answer to a problem.



## **Logic**

Thinking step by step to make sense of it.

# Match the words with the definitions

1.

5:15

a) Half past 10

2.

10:30

b) Quarter to 9

3.

8:45

c) Quarter past 5

# Match the words with the definitions



1.

5:15

a) Half past 10

2.

10:30

c) Quarter past 5

3.

8:45

b) Quarter to 9

# Today's Purpose



## The Job

We will complete a mixed mini-quiz.

## Why?

To check our skills in **tally**, **routes**, and **time**.

## How?

Work step by step. Show your working out.

# Skill 1: Reading a Tally

## How to Count Tally

Count the marks.

**Gate 1** = |||| (4)

**Gate 2** = |||| (4)

**Gate 3** = ||| (3)

**Total**

$$4 + 4 + 3 = \mathbf{11}$$

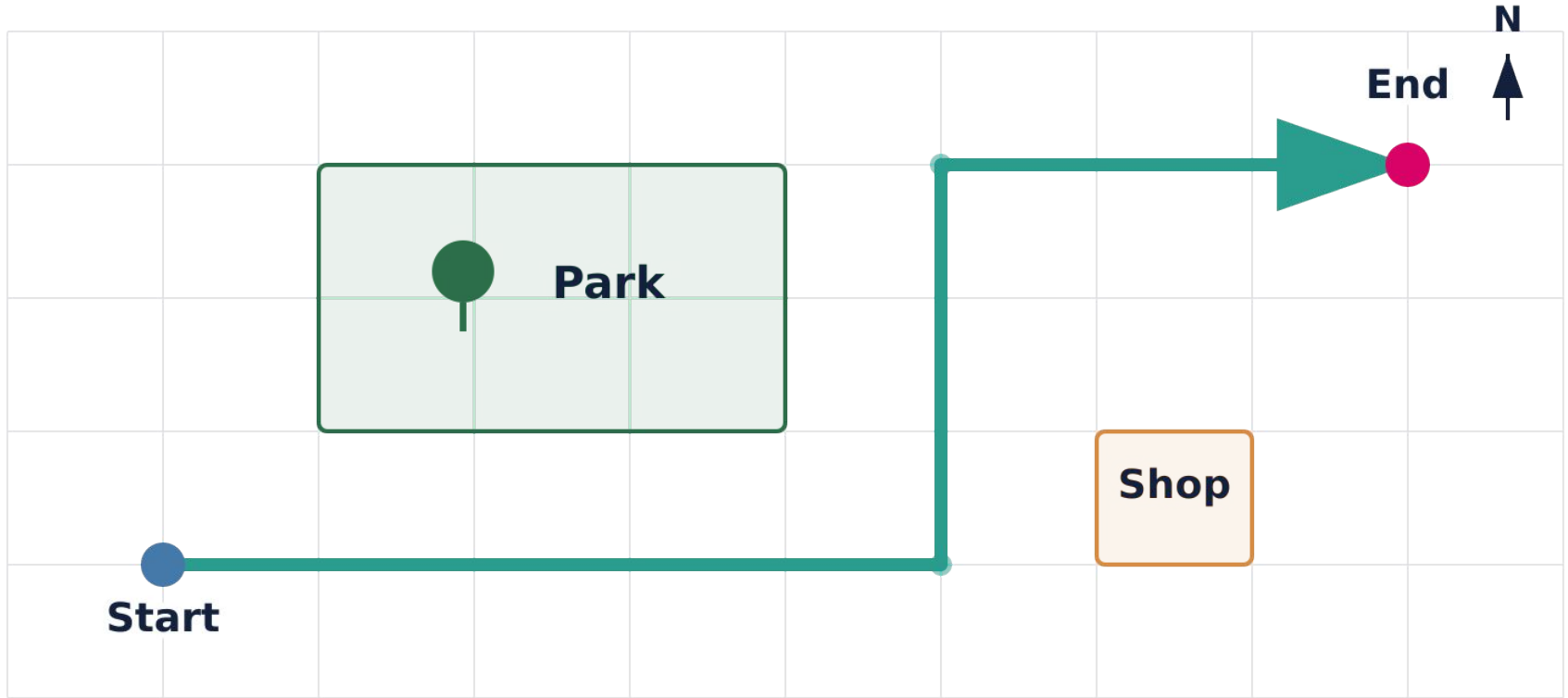


1 bundle (gate)

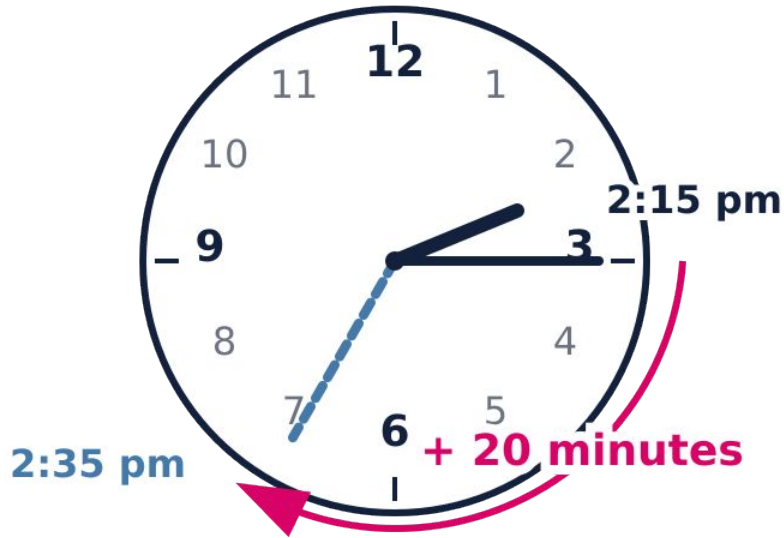


**Total = 11**

# Skill 2: Planning a Route



# Skill 3: Duration



$$15 \text{ mins} + 20 \text{ mins} = 35 \text{ mins}$$

## Finding the Time

**Start Time:** 2:15 pm

**Add 20 minutes:**

Count on from the 15.

$$15 + 20 = 35.$$

**End Time:** 2:35 pm

# True or False

Four tally marks look like this: ||||



**TRUE**



**FALSE**

Answers on the next slide...

# True or False



Four tally marks look like this: ||||



**TRUE**

We mark four lines: 1, 2, 3, 4. The fifth mark crosses them.

# Your Turn: The Quiz



## **Do**

Complete the quiz questions.

## **Why**

To show what you can do.

## **Time**

20 minutes

# Discuss!



## **Check Your Work**

Swap books with a partner. Check one answer. Is it correct?

# Discuss!



**You might have said...**

Yes, the tally is right.

No, they missed a line.

The time calculation is correct.

# Quiz Question

Answers on the next  
slide...

Which set of tally marks shows the number 7?

1.



2.



3.



4.



# Quiz Question



Which set of tally marks shows the number 7?

1.



2.



3.



4.





# **Exit Ticket**

## **What I Learned**

I can count tally marks.

## **What I Will Try Next Time**

I will check my time answers twice.



# Teach a Method

Be the Maths Teacher Today

# Key Words



## **Explanation**

Telling how something works in steps.



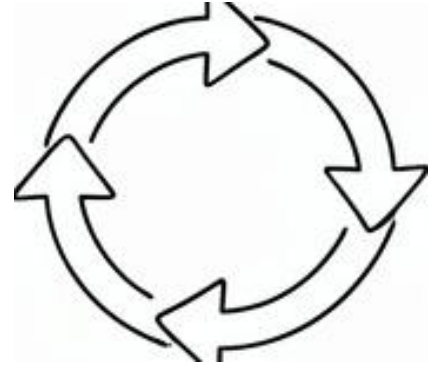
## **Instruction**

Telling someone what to do.



## **Demonstrate**

Showing how to do it.



## **Process**

The steps you take to get the answer.



# Do Now: Quiz Recap

## Your Task

Think back to our **Mixed Mini Quiz**.

## Pick a Topic

Choose your **favourite** maths topic from this term.

## Be Ready

Get ready to say **why** you liked it.

*Do: Pick a topic. Why: To warm up our brains.*

*Time: 3 min.*

# Today's Purpose

## The Job

You will teach your **best** maths method to a friend.

## The Goal

This helps you become a **leader**.

When you teach, you learn even better.

## The Skill

Speaking clearly and listening well.



# How to Teach: Step 1



## **Show Your Work**

Write the sum **big** and clear.

## **Use Steps**

Number your steps: **1, 2, 3.**

## **Point and Speak**

Use your pen to show **where** to look.

# How to Teach: Step 2

## Use Sentence Frames

These help you explain clearly.

## Try Saying This

- "First, I..."
- "Then, I need to..."
- "The answer is... because..."



# The Teaching Process

## Pick a Sum

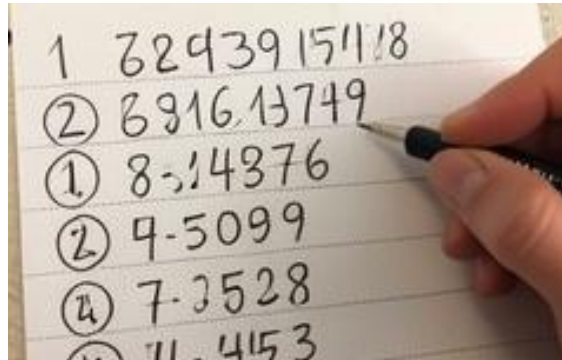
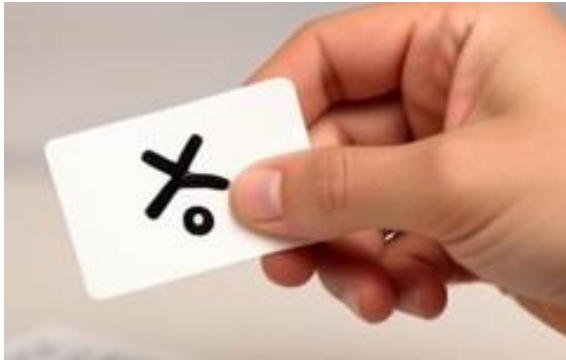
Choose one maths sum you can do well.

## Show the Steps

Write down each step in order.

## Teach Your Friend

Explain it clearly to your partner.



# Discuss!



## Talk Time

Why is your way the easiest way to follow?

# Discuss!



**You might have said...**

I use clear numbers.

I break it into small parts.

I check every step.

# Main Task: Teach Your Friend



1. Sit with a partner.
2. Pick one sum to teach.
3. Show your work step by step.
4. Use the sentence frames to explain.

*Do: Teach your friend. Why: To master the skill. Time: 15 min.*

# Check Your Understanding

Answers on the next  
slide...

What is the best way to help a friend understand?

**1.** Do it for them.

**2.** Show the steps clearly.

**3.** Give them the answer.

**4.** Tell them it is easy.

# Check Your Understanding



What is the best way to help a friend understand?

1. Do it for them.

2. **Show the steps clearly.**

3. Give them the answer.

4. Tell them it is easy.

# True or False and why?

You should just give the answer to save time.



**TRUE**



**FALSE**

Now it's time to explain why...

# True or False and why?

You should just give the answer to save time.



## Why is that?

- a) True. The answer is the only part that matters.
- b) False. We need to show the steps so they learn how to do it.

Answers on the next slide...

# True or False and why?



You should just give the answer to save time.



## Why is that?

- a) True. The answer is the only part that matters.
- b) False. We need to show the steps so they learn how to do it. 

# Exit Ticket

## What I Learned

I taught my partner how to...

## What I Will Try Next Time

I will speak more slowly.

I will write bigger.

I will check their work.



大容量

防尘款

可放书

任推荐