

Just-in-Time Maths



Vignette Series

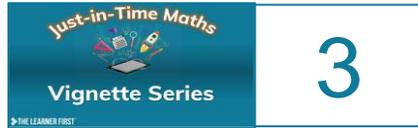
Just-in-Time Vignettes



Curriculum intent



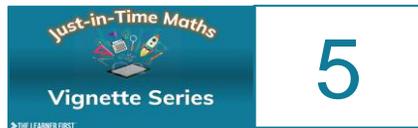
A rich balance



NZ Maths - a great place to start



Place Value – The big ideas



Place Value – read, write and order



Place Value – expand and nest



Place Value – rename and round



Place Value- mental computation



Rapid Routines



Assessment

Just-in-Time Maths



Vignette

1

Curriculum intent

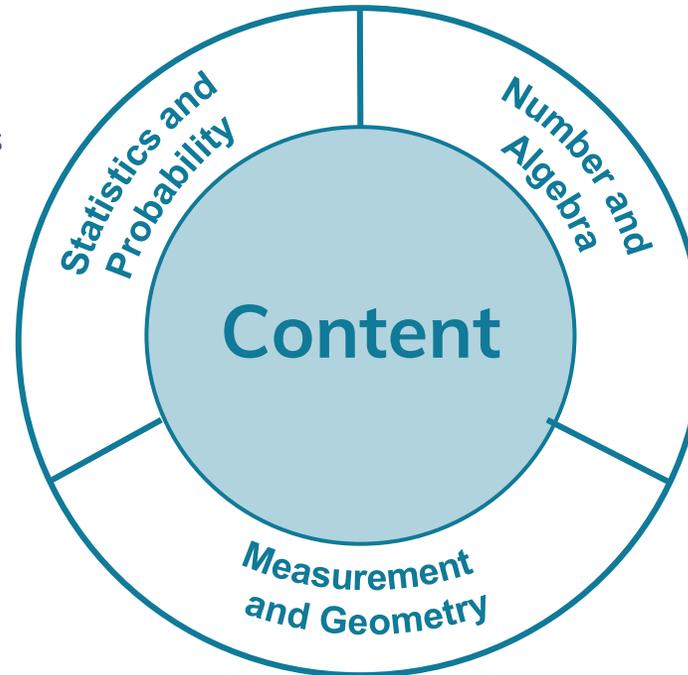
A stronger depth leads to a stronger connect

Procedural Fluency

Calculate with precision
Estimate with reasonableness
Recall definitions/facts
Use appropriate methods & measures

Conceptual Understanding

Recognise representations
Describe & express ideas
Connect related concepts
Predict outcomes, relationships



Deduce & defend arguments
Form logical conclusions
Prove generalisations
Identify and explain patterns

Adaptive Reasoning

Find & use a model
Solve & pose 'real' problems
Evaluate & adapt strategies
Justify reasonableness

Problem Solving

See mathematics as worthwhile

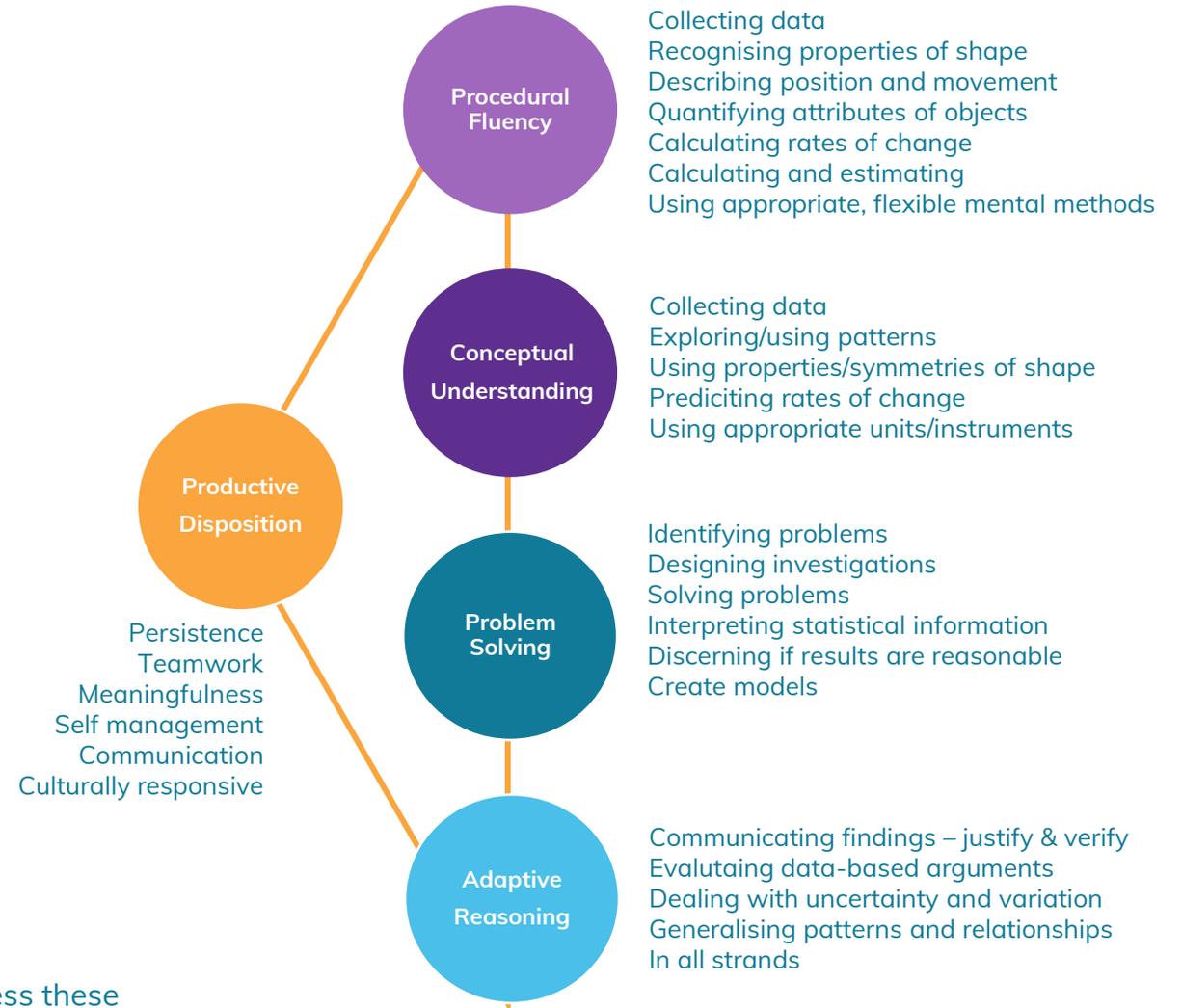
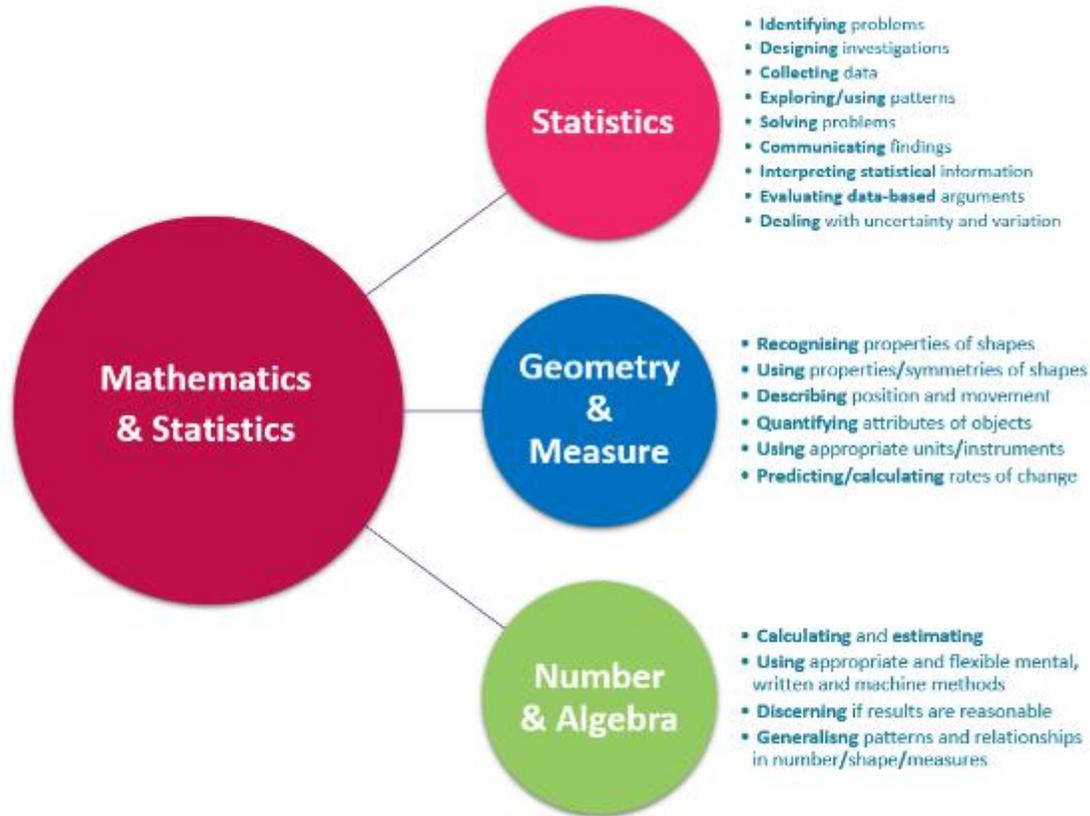
Identify meaning in their world

Believe in one's own efficacy

Participate effectively in groups

Self-Understanding | Connection | Knowledge | Competency

These link to ākonga mathematical proficiencies



Ākonga explore relationships in quantities, space and data and learn to express these relationships in ways that help them to make sense of the world around them – cultural, scientific, technological, health, environmental and economic contexts.



A spotlight on Conceptual Understanding

Conceptual
Understanding



$$\frac{1}{3} + \frac{1}{5}$$

- I can draw a picture or use materials
- I can use a number line or create a story
- I could rename the fraction to arrive at a common measure



$$8 \times 7$$

- I can represent this as an array
- I can represent this as a social situation
- I can derive new facts from this fact



An example from Year 7 and 8

Estimate and explain why this is right or wrong
 $9.83 \times 7.65 = 7519.95$

Procedural
Fluency

- withdraw from doing it if a calculator is not allowed
- revert to pen and paper methods (not understanding estimate)
- solve it with errors in procedure eg 7.519, 751.995

Procedural
Fluency

Conceptual
Understanding

- know it is not right without calculating
- applies rounding to represent this as 10×8
- reasons that the digits are correct but decimal is incorrect

NZ Maths can help us identify these skills

Maths consists of skills, processes and dispositions

The skills are what we are familiar with and are largely found in the strands and sub strands

Elaborations on Level Four: Number and Algebra

In a range of meaningful contexts, students will be engaged in thinking mathematically and statistically. They will solve problems and model situations that require them to:

Number strategies and knowledge

NA4-1: Use a range of multiplicative strategies when operating on whole numbers.

This means students will apply the properties of multiplication and division (commutative, distributive, associative and inverse) to number problems, particularly those requiring multiplication and division. Students should exercise critical choice in their method of calculation - mental, machine or paper - and recognise situations in which estimation should be used, including the checking of calculated answers. Strategies expected at Level Four include: using common factors and multiples, for example $37 + 41 + 40 + 38 = \square$ as $4 \times 40 - 4$, using the distributive property, for example $24 \times 36 = 20 \times 36 + 4 \times 36$, $9 \times 78 = 9 \times 80 - 9 \times 2$, or $276 \div 12 = 240 \div 12 + 36 \div 12$, using the associative property, for example $12 \times 33 = 4 \times 99$, or $216 \div 12 = 216 \div 2 \div 2 \div 3$, and inverse operations (reversing), for example $354 \div 6 = \square$ as $6 \times \square = 354$. This objective also involves calculating powers, for example $4^3 = 4 \times 4 \times 4 = 64$, and factorials, for example $4! = 1 \times 2 \times 3 \times 4 = 24$. Students should have strong mental strategies for operations on whole numbers but also accurately carry out standard written algorithms, particularly for multi-digit multiplication and division. Level Four corresponds to the Advanced Multiplicative stage of the number framework.

Procedural
Fluency

Conceptual
Understanding



This enables us to better teach, measure and nurture growth

NA3-1 Use a range of additive and simple multiplicative strategies..

A range of mental strategies using partitioning and combining. These include: -

standard PV $604 - 383 = \square$ as $60 - 38$ tens less one (219)

NA3-3 Know counting sequences for whole numbers.

Know fwd/bwd counting patterns e.g., 1 000 000, 999 999, 999 998, beginning with any whole number

Know multiples of one, ten, hundred, thousand 1250, 2250, 3250,??

Know 701 000 results in 691 000 if 10 000 is taken from it. 43 560 is 43 559 if one is taken from it

Know sequences in tenths e.g., 4.7, 4.8, 4.9, 5....

NA3-4 Know how many tenths, tens, hundreds and thousands are in whole numbers.

Have a multiplicative view of whole number place value. In 239 456 the 3 means 3 groups of 10 000

Understand the **Base 10** scaling view- **10 of these is 1 of those-** as digits move right or left

Understand the **nested view** e.g., 239 456 has 23 ten thousand, 2394 hundreds, and 23 945 tens.

Expose to exercises like this: $2004 - 700$ requires us to think of 1000 as ten hundreds so 20 hundred take 7 hundred

Know **one hundred thousand is ten times as much as ten thousand**, and one hundred is result of dividing one thousand by ten. Eg 4200 is **ten times more than 420**, 43 divided by 10 is 4.3

I can see instant ways to adapt tasks

I can communicate clear learning outcomes

I can look for evidence as I monitor ākongā



Problem solving and reasoning

In a range of meaningful contexts, students will be engaged in **thinking mathematically** and statistically.

Exploring
Questioning
Conjecturing
Explaining
Proving
Justifying
Generalising

They will **solve problems** and **model situations**

that require them to ..
[link to Level objectives]

Authentic, rich tasks

- translated into mathematical language, symbols and representations and,
- the solutions and solution pathways evaluated and communicated

Problem Solving

Adaptive Reasoning



Adaptive reasoning is the 'glue' to hold it all together

Adaptive
Reasoning



Three conditions to support it;

- 1) A sufficient knowledge of CU and PF
- 2) A task that is understandable and motivating
- 3) A context that is familiar and comfortable

Which proficiencies are your ākonga already strong in?

Procedural
Fluency

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Conceptual
Understanding

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Describe & express ideas
Connect related concepts
Predict outcomes, relationships



Productive
Disposition

Deduce & defend arguments
Form logical conclusions
Prove generalisations
Identify and explain patterns

Adaptive
Reasoning

Find & use a model
Solve & pose 'real' problems
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Problem
Solving

See mathematics as worthwhile

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Participate effectively in groups