

Sample Teacher's Notes

Junior Infomat

Maths

One sample activity for each section is described below.

Number Line: 1 - 100

Forwards and Backwards Game: Player 1 tosses two dice of different colours. One colour moves their counter forward on their number line, the other moves it back. Swap. Players race to see who reaches 100 first. Also suited to the Hundreds Square and Twenty Grid.

Hundreds Square

Battleship: Use cubes “ships” and counters with a large book as a barrier. Both players place ten ships on their Hundreds Square. They take turns to call out a number to try to hit a ship. If the partner's ship is hit, they hand it over to their opponent who also places a counter on the winning number. If they miss, they also place a counter on the number. The winner is the player who ends up with the most ships.

Share / Sort

Science Sort: sort objects into two or three categories.

Place Value

First to 100: Players take turns to roll the dice and collect MAB units/ones in the Ones Square. As they reach ten they must trade in for an MAB ten/long block and move it to the Tens Square. The winner is the first player who gets to ten long blocks and trades them for a hundreds block. The game can also be reversed, starting with the hundreds block and subtracting ones with the winner being the first to hit zero.

Twenty Grid

Before/After Partner Game: Print off the deck of 1 - 20 Number Tiles. Player 1 picks a number from the pile. Player 2 asks for the number before or after the chosen number to be identified. They both find the number on the number line and agree on the answer. If correctly answered the card is kept and the Player 1 puts a counter on that number on their grid. If incorrect the card returns to the bottom of the pile. The winner is the player who has the most counters on their grid in the given time period.

Patterning

Match the Pattern: Using different objects like pattern blocks, overlay the flowers and bees to match the pattern. e.g. right pointing triangle, square, left pointing triangle ...

Ordinal Number

Record Keeping: When playing games, place counters on the ordinal bees to record the result of a given round. The overall winner has the most 1st places. e.g. Car Distance Race: release toy cars down a ramp, each student records the place of their car. The car travelling the furthest scores a first place. Repeat using different cars or criteria.

Dominoes: Doubles / Halves

Dice Double: Take turns with a partner to throw a ten-sided die. Place a counter on the double. The winner is the first to have every double covered. Can also be played with halves.

Time

What Would it Look Like?: What would it look like if a different hour was chosen. e.g. Instead of quarter past *nine*, draw quarter past *seven* in analogue clock format, digital time and in words.

Directions

Treasure Hunt: Using a large book as a barrier, Player 1 places their treasure (counter) on a number on the Hundreds Square. Player 2 places their counter on any starting square. Player 1 rolls a wooden cube with the direction words, “left, right, up, down and two “free” choice directions and tells Player 2 how many spaces to move. Player 1 guides player to to discover the treasure in as few moves as possible, whilst following the directions on the die. Swap. (Optional: The number of moves may be recorded with counters on the Twenty Grid; the winner being the player who guides their partner to the treasure in the fewest moves)

Friends of Ten

Friendly Ones: Place MAB ones (units) cubes over the Friends of Ten numbers. Partners take it in turns to remove one block at a time, asking, “Who is friends with ... (the revealed number) ?” Students score a point for each correct answer, placing a counter on the Tens Frame. Repeat the game until the winner fills the Ten Frame.

Ten Frame

Odds n Evens: Individually or with a partner, throw a ten sided die. Place the number rolled in counters on the Ten Frame. Identify if all the counters have a partner or if there's an odd man out. Keep a tally of odd and even numbers rolled.

Fractions

Poster: Using one fraction picture as an example, create a poster showing all the ways that the fraction can be represented e.g. Half: cut a magazine picture in half, colour in half of a collection, draw on a number line, show using different shapes, record as a decimal or percentage.

3D Shapes

Ship Shape: Draw every day objects or find magazine pictures to match each 3D shapes.

Months of the Year

Birthday Graph: As a whole class activity, call out the months of the year and record the number of students born in each month by student placing counters in a line underneath the month.