

F-2: REMOTE MATHS

EDITION 6

FRACTIONS - RECOGNISING AND MODELLING

Mathematical language: Share, sharing, equal parts, half, halves, part, whole, fraction, quarters, quarter.

TASK 1: WHAT IS HALF

Listen to the story *Peg + Cat: The Pizza Problem*. <https://fuse.education.vic.gov.au/Resource/LandingPage?ObjectId=85bfdad5-2417-48e0-a4a7-9d66f3c0f625>

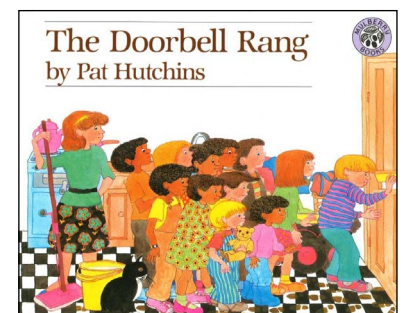
- Can you explain what half means?
- Draw three different pictures to explain what half means?

TASK 2: SHARING COOKIES

Listen to the story *The Doorbell Rang* by Pat Hutchins, you can download and watch a version at <http://register.mav.vic.edu.au/files/video/remote-learning-support/Megan-Blake-The-Doorbell-Rang.mp4>.

In the book there are 12 cookies. Imagine you have 12 cookies.

- How many ways could you share the cookies between the members of your family?
- How many cookies would you have if you had half the cookies?
- What about a quarter of the cookies?



TASK 3: FRACTIONS OF SHAPES

Draw some shapes, without curves, that are divided into two equal parts.

- Can you represent half in more than one way.
- Using the same shapes can you divide them into four equal parts?

Extending prompt: Can you divide them into eight equal parts?

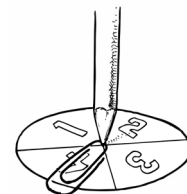


EDITION 6: FRACTIONS (CONT.)

TASK 4: THE HALVING OR QUARTER GAME

Download and play *The Halving Game* or *The Quarter Game* from <https://drpaulswan.com.au/games/>.

- To create a handy spinner, use a paper clip and a pen/pencil.



TASK 5: DESIGN A PARK

Play this online interactive activity to design a park, <https://education.abc.net.au/res/i/L120/index.html>.

The activity explores several different ways of expressing fractions and displaying them, such as using a number line or colour on a grid.



LOCATION: DIRECTIONS AND SIMPLE MAPS

Mathematical language: Around, back, front, beside, next to, down, up, forwards, backwards, in, out, left right, under, over, top, bottom, directions, centre, location, middle, turn, clockwise, pathway, route, map.

TASK 1: FIND YOUR HOUSE ON THE MAP

Go to Google Maps, <https://www.google.com/maps/>. Can you type your home address in and find your house on a map? Click on the satellite tab to see a real-life view.

- What else do you see in the map?
- Can you see a friend's house, your school, a park you visit?
- Can you see anything unusual or interesting?

Draw a bird's eye view/aerial map of you house and the surrounding area, make sure you label all important landmarks.

TASK 2: LOOK LEFT, LOOK RIGHT

Find a central spot in the room and look straight ahead.

- Write or draw 5 items you can see on your right and write or draw 5 items you can see on your left.

TASK 3: OBSTACLE COURSE

Create an obstacle course in your house. Write, draw or tell someone how to go through the course. Use as many of the following words as you can in your instructions. Then, ask someone to write, draw or tell you how to get through the course following a different path.

- Back
- Beside
- Up
- Forwards
- Over
- Under
- Backwards
- Inside

TASK 4: USING MATHEMATICAL LANGUAGE TO CODE

Learn and investigate directional language and coding skills through exploring the PBS game Code Quest. <https://pbskids.org/scigirls/games/code-quest>.

There are three different levels (Sea Star, Fish and Octopus). Write down all the mathematical language you used to complete the quests.

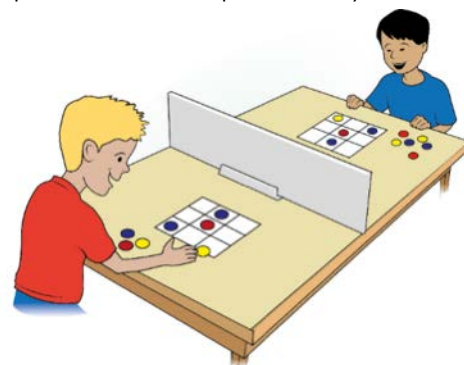
EDITION 6: LOCATION (CONT.)

TASK 5: BARRIER GAMES

Adapted from <https://www.talkingmatters.com.au>, image from <https://drpaulswan.com.au>

Play a barrier game with a member of your family, first start with 3 or 4 objects, as you both improve your skills add more objects to make the games more complicated! Take a photo or draw a picture of your arrangements.

- Barrier games require two players and two identical sets of materials and a barrier such as a large book that will stand up. Materials can include blocks, Lego, miniature objects, animals and figures, sticker sets, picture cards, coloured pencils and paper, real objects, maths materials, collage materials.
- The barrier is placed between the two players so that each cannot see the other player's materials.
- Player one arranges their materials and describes to player two where they are placed. Player two tries to arrange his/her materials in the same way.
- When completed, the barrier is removed, the materials should look the same.



MATHS APP OF THE WEEK: BEE BOT



The app makes use of Bee-Bot's key functionality and enables children to improve their skills in directional language, programming sequences of forwards, backwards, left and right 90 degree turns.

Created with children in mind the app is suitable for ages 4+.

Google Play

<https://play.google.com/store/apps/details?id=com.wewanttoknow.Numbers>

iOS

<https://apps.apple.com/au/app/bee-bot/id500131639>

Look out for more tasks next week!