

# **USE OF TECHNOLOGY AND RESOURCES IN MATHEMATICS LESSONS**

**Ms. Rebecca Falzon**

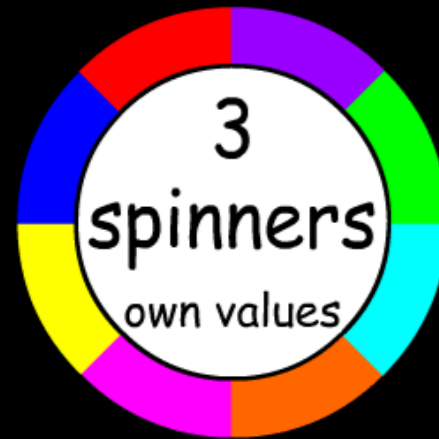
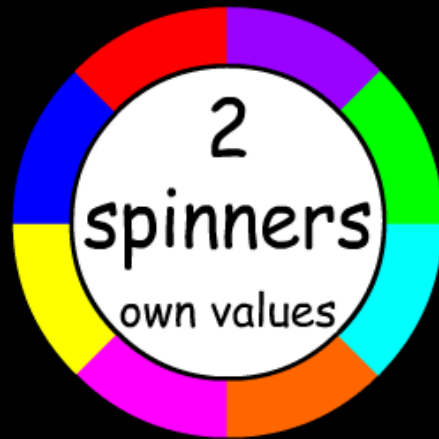
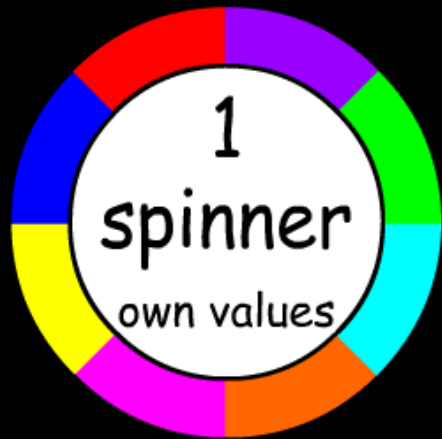
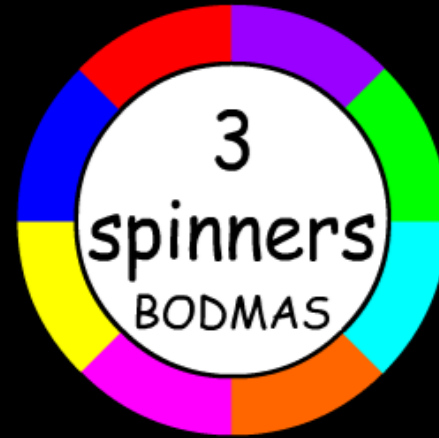
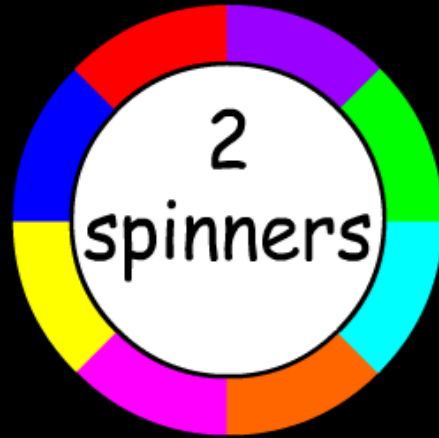
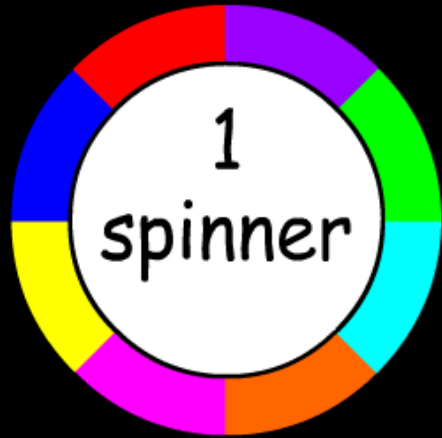
**Primary Teacher**

Using online spinners as a mental warm up activity.

<http://www.topmarks.co.uk/Flash.aspx?f=Spinners>



# Spinners



Example of how these editable spinners could be used.

The question here would be:

WIL WE USE **g** or **kg** TO WEIGH ..... ?

← main



Answer

- **Spinners could be used almost for any topic.**

### **Example:**

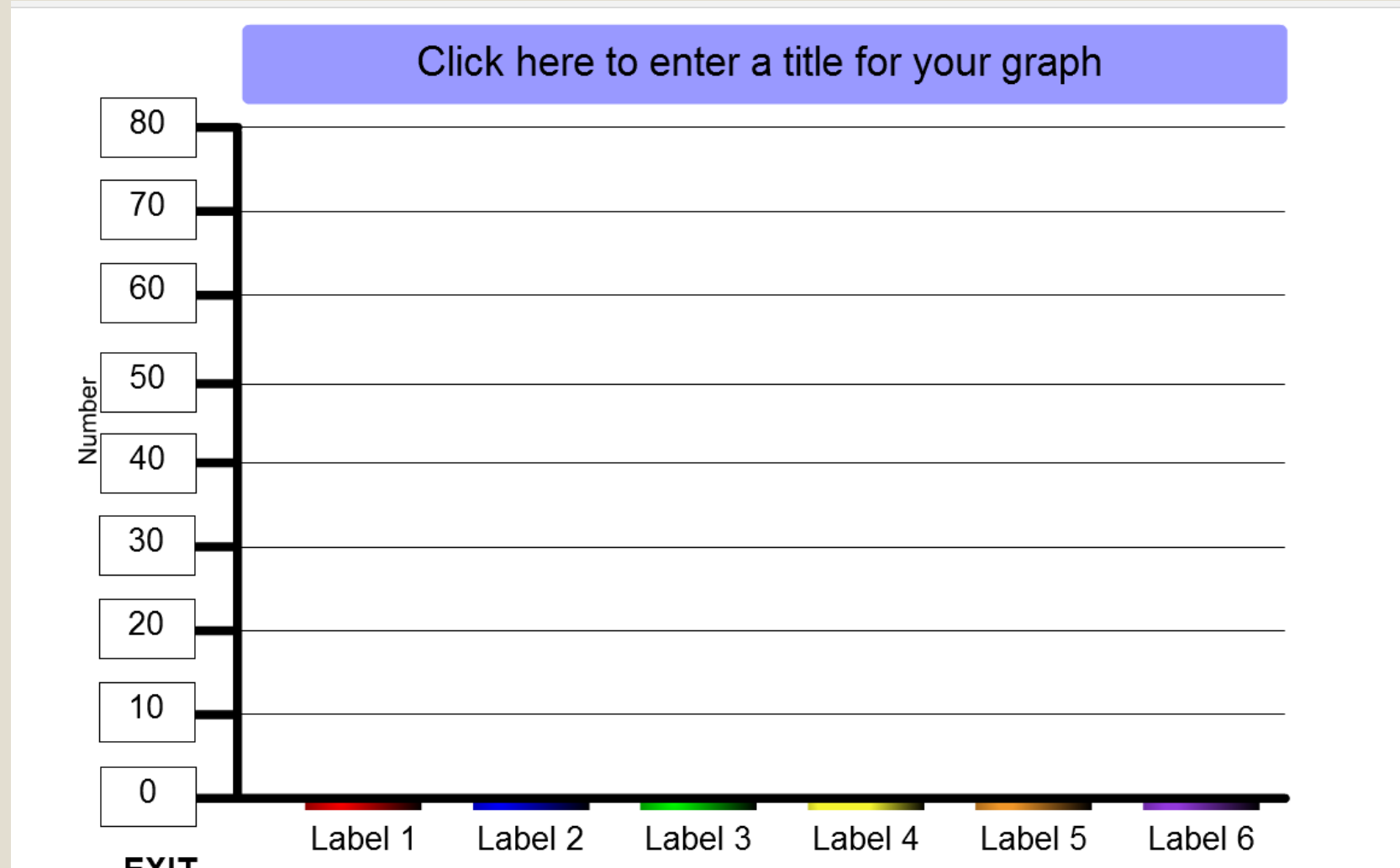
- **Odd and Even Numbers**
- **1 more or 1 less**
- **m or cm**
- **100 more or 100 less**



# Using online editable graphs

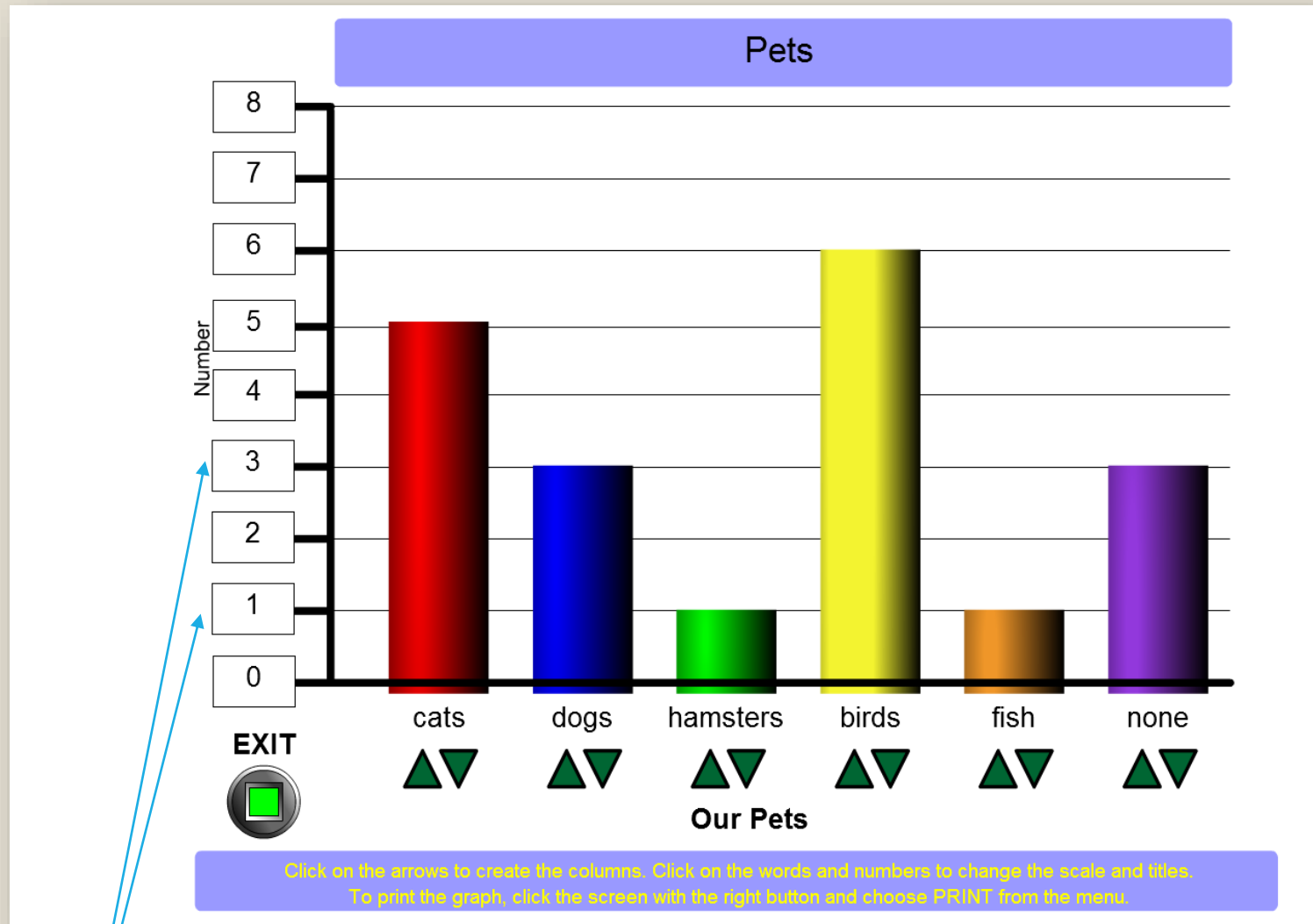
Using online editable graphs could be used to create graphs based on your students' interests to involve them even further.

The numbers on the side could be changed into 2s, 10s or any table you desire to tackle.



For example this graph was used to introduce the topic to year 3 students.

Thanks to this the children - would know that all graphs must have a title and should be labelled. - will be able to interpret a graph ....



Can be changed in order to tackle any year group and level of difficulty.

# Using nintendos

- (If you want with the help of an ICT support teacher) You could also involve the students using Nintendos, whereby the children get the chance to write or type in their answers on the gadget given. It is a fun way to revise certain key words of a topic and also...

- ...ideal for a Mental Maths lesson.

- E.g.

1. What is the difference between 21 and 34?
2. What is the next number in this sequence:  
243, 245, 247 ....





# Using Beebot

- *Beebots : available in our schools*
- *Beebots can be used to tackle any topic you desire  
(multiplication, division, shapes, angles ...)*

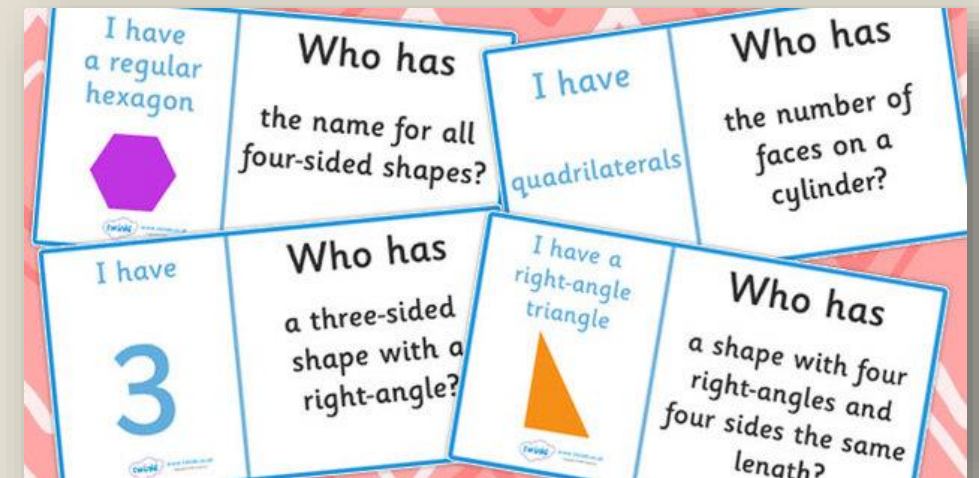
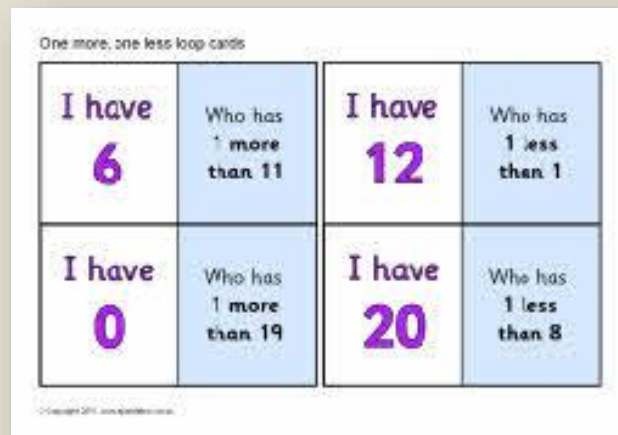
Once the actual Beebot has been used in the classroom, one could also make use of Beebot software (now also available on the all in one computer, in our classrooms).

Idea: using Beebot software to tackle **clockwise and anticlockwise** from different directions & angles.



# Using loop cards

- Loop cards are ideal as an introduction or a conclusion to a Maths lesson : to revise what they already know or check their understanding after a new topic has been tackled in class.
- They can also be done as a quiz at the end of the week to revise various topics at one go.
- It is a fun way to involve ALL the students, thus keeping them engaged till the end.
- Loop cards can be easily created using M.Word or may be downloaded from various websites on the internet. They can be used for any topic you desire. Example :
- <http://www.sparklebox.co.uk/6601-6610/sb6605.html>



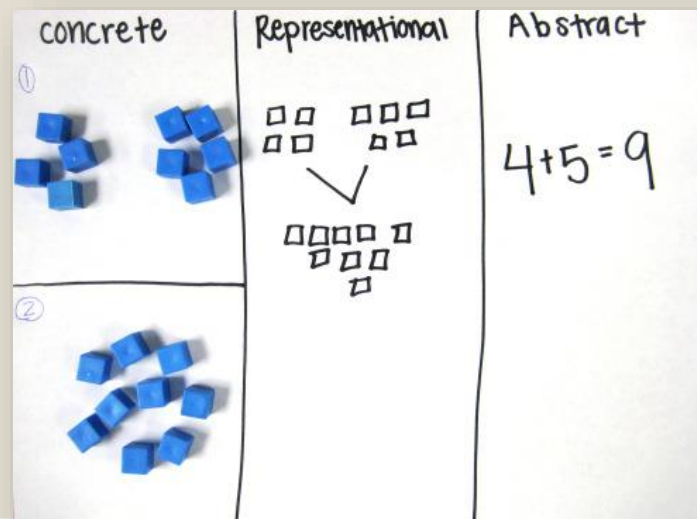
# Introducing division in year 3

In Maths we should introduce a topic using **manipulatives**. Eventually one would move on to **representation** (using pictures / drawing) and finally to using **symbols** e.g.

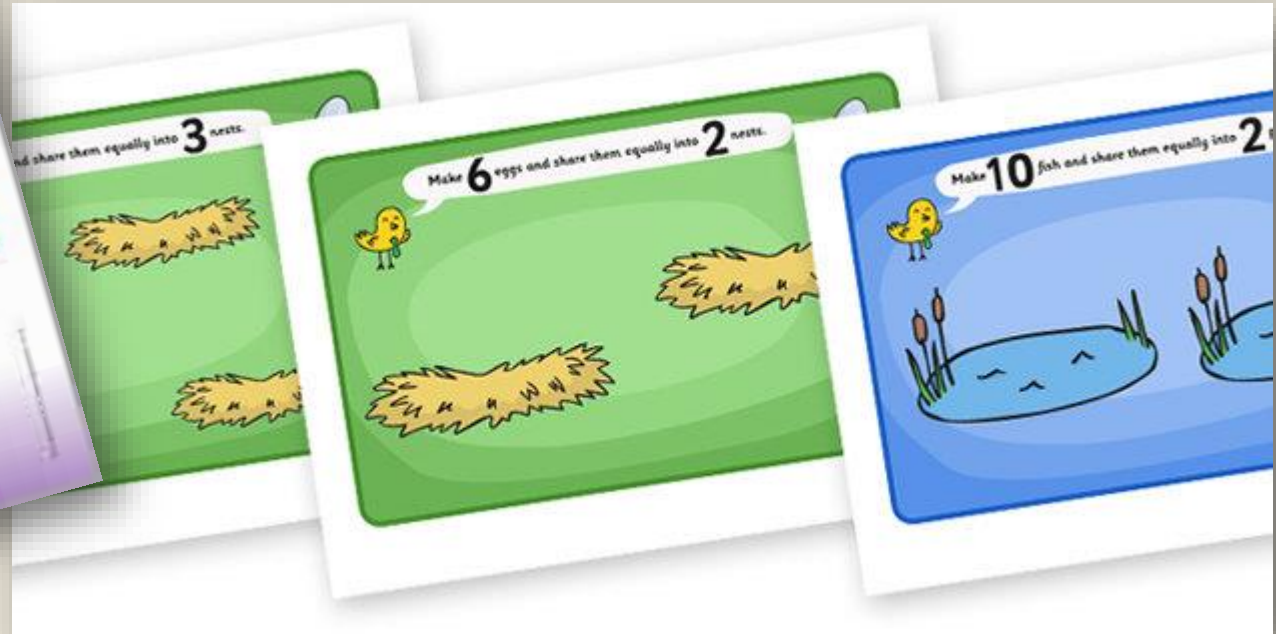
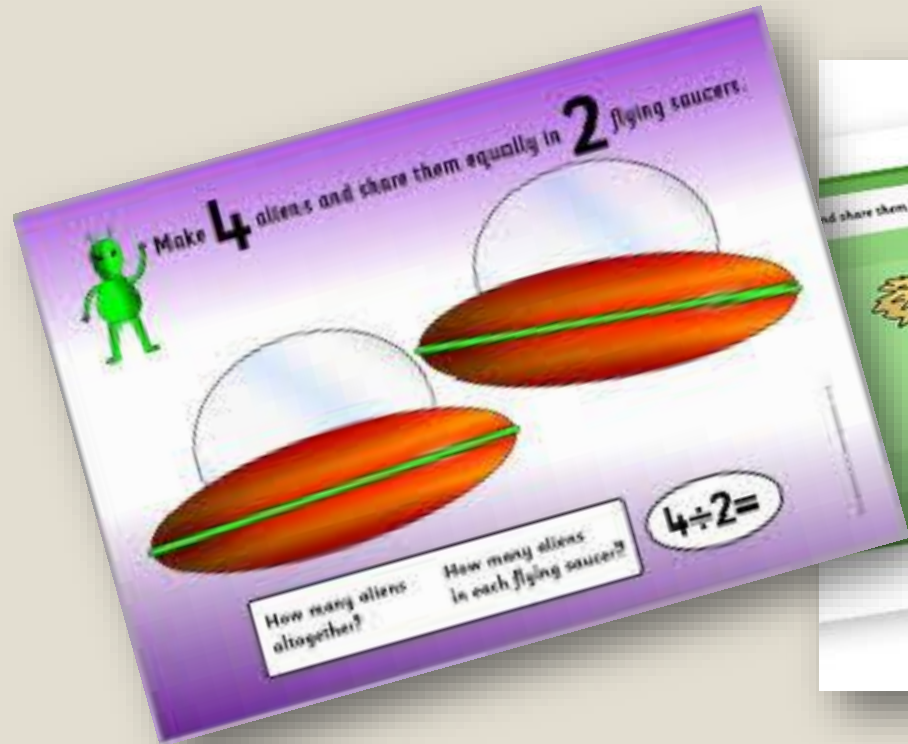
$$16 \div 4 = 4$$

## REPRESENTATION

In the next slide you could make use of such resource to represent division on the IWB or as handouts given to students.



Using online division mats to explain division after using manipulatives. Children could draw or place pictures on the mat accordingly.





# Crafts and Maths

- One could easily revise fractions when making Christmas/Easter cards.
- Children could be given different sized cupcake cases to use as a whole, cut in half, quarters or even eighths to create their own characters or pictures.
- With the help of Ms. Analisa Magro, the Maths support teacher, this year I had the opportunity to do this activity, which was successful both in terms of learning and enjoyment.



Thank you

Ms.Rebecca Falzon