## The Castle @ Theale

## Maths

Numeracy is a vital skill that we benefit from in so many aspects of our daily lives and in the world of work and careers. It is imperative that our students experience, gain skills and confidence and progress in all areas of numeracy and maths.

The programme of learning is planned carefully to meet the needs of all learners, in order to make individual, meaningful progress.

Maths is supported by a wide range of resources and methods of teaching and learning will vary according to the skills, interests and needs of individuals. In any given learning group, students are likely to be working on different things in different ways.

Maths is planned into every day. We understand the need to ensure that the environment is 'just right' for individuals, learning will often take place in a functional settings, outdoors or in real life scenarios.

Certain images, techniques and concepts are important precursors to later ideas; sequencing these correctly is an important aspect of planning and teaching.

When introducing new ideas, it is important to make connections with earlier ideas that are already well understood.

When something has been deeply understood and mastered, it can and should be used in the next steps of learning. A fundamental principle of teaching effectively in mathematics is that key ideas need to be understood deeply before moving on, students are expected to progress at their own pace. Progress is captured and celebrated through Earwig, this allows us to see all aspects of progress and understand that this is dimensional and not linear in form.

Elements of Maths are not distinct concepts to master in isolation, rather they are themes that are interconnected as skills develop; <a href="Secondary Mastery Professional">Secondary Mastery Professional</a>
<a href="Development">Development</a> | NCETM</a>

Theme 1: Structure of the number system

Theme 2: Operating on number

Theme 3: Multiplicative reasoning

Theme 4: Geometry

Theme 5: Statistics and probability

Theme 6: Sequencing and graphs