



# ACTIVE MATHS OVERVIEW

## WHO?

Active Maths is a Bristol Sport Foundation programme aimed at children who are struggling with fluency in the fundamentals of mathematics, or who may be behind their peers in terms of curriculum targets. As we all will have seen, learning new topics in maths- when the basics are not yet concrete - can be demoralising for children; the concept behind Active Maths is to use sport, physical activity and games to reinforce those basics in an encouraging and supportive environment beyond the classroom. The goal is to create a sense of fun and pride in participants' maths knowledge, so that they can apply and recall this knowledge with increased speed and confidence in class.

This programme is also suitable for children who benefit from kinetic, outdoor and physical learning, or who concentrate better when movement is introduced into their educational experiences.

## HOW?

The programme operates on a 1-1 or small group basis, enabling the focus to be tailored specifically to the child or children involved, and to maximise the practical work carried out. While repetition is used to solidify mathematical skills, the variety of games used to practise these will be varied and stimulating, with the intention of making frequent practise a positive experience.

An initial conversation between the child's class teacher and the Active Maths Coach would identify key learning reinforcement objectives. These could be anything from the examples below, or any area of maths the group or individual has covered but not fully grasped. The idea is not to introduce new information but find new ways of making that information 'stick'.

A 'My Maths Aims' list is drawn up by the Active Maths Coach and given to the class teacher to keep in class. The child can tick off an item when returning to class with their 'What I've achieved today' card; this is both to facilitate communication between the child, the coach and the teacher as to what has been covered, but also to record and celebrate the progress made.

## WHAT?

Although what will be covered will be specific to the needs of the individual child or small group, examples of objectives to focus on and approaches in physical learning are outlined below.

These games and activities have been developed over years of working with children both in the classroom and in sport education.

EXAMPLES OF LEARNING REINFORCEMENT OBJECTIVES	EXAMPLES OF MATHS GAMES AND ACTIVITIES
Number bonds to 10, 20 or 100	<ul style="list-style-type: none"> <li>• Bean bags game</li> <li>• The 'Ball of 10' game</li> <li>• Cone run</li> </ul>
Written methods of $+-\times\div$	<ul style="list-style-type: none"> <li>• Playground chalk maths</li> </ul>
Place value	<ul style="list-style-type: none"> <li>• Giant place value</li> <li>• The HTO game</li> </ul>
Short division/bus stop method	<ul style="list-style-type: none"> <li>• Playground chalk maths</li> </ul>
Counting on in 2s, 10s, 100s etc...	<ul style="list-style-type: none"> <li>• 2 pointers (basketball shots)</li> <li>• Skipping rope counts</li> <li>• Relay counting</li> <li>• Shots on goal (football)</li> </ul>
Times tables	<ul style="list-style-type: none"> <li>• 'Good as Gold' game</li> <li>• Times tables 'Pat a Cake'</li> <li>• 'Turning Tables' game</li> <li>• Rugby tries (5 times table)</li> </ul>