## Stage 3 Maths Program

### NSW K-10 Mathematics Syllabus Outcomes

#### **Addition and Subtraction (1)**

MA3-5NA – Selects and applies appropriate strategies for addition and subtraction with counting numbers of any size

- Select and apply efficient mental, written and calculator strategies for addition and subtraction of numbers of any size
- Use estimation to check answers to calculations

### 3D Space (1)

MA3-14MG – Identifies three-dimensional objects, including prisms and pyramids, on the basis of their properties, and visualises, sketches and constructs them given drawings of different views

- Name prisms and pyramids according to the shape of their 'base'
- Describe and compare properties of prisms and pyramids in terms of their faces, edges and vertices

#### **Working Mathematically**

- MA3-1WM Describes and represents mathematical situations in a variety of ways using mathematical terminology and some conventions
- MA3-2WM Selects and applies appropriate problem-solving strategies, including the use of digital technologies, in undertaking investigations
- MA3-3WM Gives a valid reason for supporting one possible solution over another

#### Assessment

Pre-Test Post - Test Learning Goal - Addition and Subtraction

(refer to the outcome)

Success Criteria - Addition and Subtraction (refer to the indicators)

TIB - In real life, estimation is part of our everyday experience. When you're shopping in the grocery store and trying to stay within a budget, you estimate the cost of the items you put in your trolley to keep a running total in your head. When you're purchasing tickets for a group of people or splitting the cost of dinner between 8 friends, we estimate for ease.

Learning Goal - 3D Space (refer to the outcome)

Success Criteria - 3D Space (refer to the indicators)

TIB - We need to understand the unique properties and characteristics of geometric shapes.

- We need to recognise the relationship shapes have with our surrounding environments.

Homework - iMaths - Mathematical skills learnt over the last 5 week cycle.

# Mathematics Weekly Plan

**Term** – **1** 2 3 4 **Week** – 1 2 3 4 5 6 **7** 8 9 10 11 **Strands** – Addition and Subtraction (1)/ 3D Space(1)

		Mon	day	Tuesday	Wednesday	Thursday	Friday	
Key Ideas:		Whole Number			- <u>-</u>	Data		
Warm Up		Maths	Game	Ninja Maths	Ninja Maths	5 Minute Frenzy	5 Minute Frenzy	
Problem of the Day		Pre-test: Addition Stage 3: Addition & Stage 3: Addition & Name Name QUESTION 1: ADDITION For the following questions show your working a a) Find the sum of 6567 and 329 QUESTION 2: SUBTRACTION For the following questions show your work a) Subtract 673 from 8000 Pre-test: 3D Space a) Consider the following table identifying the name of deper	and Subtraction: Subtraction Class ADDITION & SUBTRACTION  d explain your chosen strategy.  d) Find the total of these three numbers. SE9, 4026 and 3904  ting and explain your chosen strategy.  ts and the number of face, edges and vertices.  WARKS OF NUMBERS OF NUMBERS OF	In January, there were 371 new born dragons. In February, another 428 dragons were born. How many dragons were born altogether?	Jason has a collection of 263 football cards. His brother has 189. How many more football cards does Jay have?	Students create a word problem for the following number problems and answer them: Addition: 863 + 364 Subtraction: 9000 - 726	Post: test: Addition and Subtraction: Open ended: Students create 2 addition and 2 subtraction number problems and solve using 2 different strategies for each. Much show working out.Post-test: 3D Space: Open Ended: Students draw 2 3D shapes of their choice. They write the properties for the shapes, including their names as well as sketching their nets.	

	Review student's prior knowledge of written strategies for addition and subtraction. The strategies	Mental Strategies for Addition:	Mental Strategies for Subtraction:	Review student's prior knowledge of 3D shapes. Define 3 Dimensional	3D shane Nets:
Main Focus +	below are written examples to use when explicitly model with the whole class. Students will be	Solit strategy	Snlit Strategy:	shapes and discuss meaning with students:	A net is a two-dimensional plan or shape that can
	encouraged to take notes of each of the strategies used and use them during their group activities.	This mental strategy is splitting both numbers into parts	76 - 34	3D shapes:	he folded to make a three-dimensional solid. For
Languago	Partitioning Method for Addition:	his mental strategy is spiriting both numbers into parts	70-34 Charles 70 - C - 20 - 4	3D shapes have faces (sides), edges and vertices (corners). A 3D shape is	be folded to make a three-dimensional solid. For
Language	879 + 456 =	before adding together.	Step 1: 70 + 6 - 30 + 4	described by its edges, faces, and vertices (vertex is the singular form of	some solids, such as the cube, there are many
	we need to partition the numbers by using expanded notation. 800 + 70 + 9	Example:	Step 2: 70 - 30 = 40	vertices). The excention is the sphere which has no edges or vertices.	different nets.
	400 + 50 + 6	35 + 47	Step 3: 6 - 4 = 2	Polyhedron: A polyhedron is a 3D shape that has flat faces and straight	Some 3D shapes, like cubes and pyramids, can be
	Now add the numbers together:	Step 1: 30 + 40 = 70	Step 4: 40 + 2 = 42	edges. A regular polyhedron is a 3D shape with all of its faces the same	opened out and unfolded into a flat shape. The
	800 + 400 = 1200	Step 2: 70 + 5 = 75 (adding 5 from 35)		size and shape.	unfolded shape is called the <b>net</b> of the solid.
	70 + 50 = 120	Step 3: 75 + 7 = 82 (adding 7 from 47)	Additional Examples:		Model some 3D shapes and their nets. Use
	9 + 6 = 15 1200 + 120 + 15 = 1335		76 – 34 (No trading required)	Using a 3D object from the classroom e.g. tissue box, model the following as students take notes	previous PowerPoint resources to assist modelling
	100 110 10 - 100	Additional Examples:	Step 1: 70 - 30 = 40 (tens difference)	Faces: Faces are the flat sides on a shape.	nets of 3D shapes. Examples below:
	Partitioning Method for Subtraction:	739 + 393	Step 2: 6 - 4 = 2 (units difference)	Edges: Are the lined where two faces meet.	
	8987 - 2341 =	926 + 247	Step 3: 40 + 2 = 42 (adding the two answers)	Vertices: Are the corners of a 3D shape, where three or more edges	
	We need to partition the numbers first by using expanded notation.	Extension:		meet.	
	8000+900+80+7 2000+300+40+1	93737 + 3897	73 – 28 (Trading required)	Place the following image on the board and students write the names of each shape in their books (hackground knowledge assessment)	
	Now subtract these numbers:	28903 + 73833	Step 1: 60 - 20 = 40 (trading means 70 to 60)	caen shape in their books (background knowledge assessment).	
	8000 - 2000 = 6000		Step 2: 13 - 8 = 5 (including traded 10)		
	900 - 300 = 600	Compensation Strategy:	Step 3: $40 \pm 5 = 45$ (adding the two answers)		
	80-40=40	The Compensation Strategy requires you to add too much			
	7 - 1 = 6 6000 + 600 + 40 + 6 = 6646	and then take away the difference	Extension: When trading is required, it is easier to always		
	0000 + 000 + 40 + 0 = 0040	Example:	start with the units and work your way up to hundreds		
	Additional examples for Partitioning Method:	70 + 26	start with the anis and work your way up to numercus atc. In this axample trading is required in the unite: $7-9$		Cube Net of a cube
	538 + 628	Stop 1: Pound 78 to the next multiple of 10 which is 80	cannot do horrow from the tone column (2) and now		Cube and the net of cube
	8269 + 4294	(70 + 2 = 00)	bacomac 17. That 2 has now bacoma a 10, which connect		
	950b - 6293 6726 - 3493	(10 + 2 - 00) Step 2: 90 + 20 - 110 + 6 (from 20) - 110	subtract CO (C) harrowing is and a result of formation		
	Extension:	Step 2: 80 + 30 = 110 + 6 (from 36) = 116	Subtract 60 (6), borrowing is again required from the 8		A
	6394 + 3538 + 789	Step 5: 110 - 2 = 114	(500) which now makes that $10 = 110 - 60$ etc.		
	93635 + 37494 + 669	(we added 2 to 78 to make 80, so now we must take the	827 - 569	Prisms and pyramids	
	200, 200	2 away to get the correct answer.)	100 - 500 = 200	Prisms have two bases that are the same shape and size. The bases of a	
	369 - 298 2539 - 1936		110 - 60 = 50	prism may be squares, rectangles, triangles or other polygons (2D	
	4823 - 2794	Additional Examples:	17 – 9 = 8	shapes).	
	Extension:	52 + 39	= 258	warning: Prisms and pyramids are named for the shape of their base.	
	82638 - 2737	Think 52 + 40 = 92 BUT because I added 1 to 39 to round			
	93747 - 2537 - 387	up to 40, I need to subtract 1 from my answer.	8374 - 6893		Square-based Net of a square-based pyramid
	78373 - 872 - 76	Therefore: 52 + (40 - 1) = 91	7000 - 6000 = 1000		pyramid
	Standard Written Method for addition and subtraction (algorithm):		1200 - 800 = 400		Square-based pyramid and the net of square based
	Standard Written medica for addition and substanticition (algorithm).	56 + 81 =	170 - 90 = 80		pyramid.
	H T U We start by adding the units column	Step 1: 56 + 4 = 60	4 - 3 = 1		
	7 4 1 first: 1 + 3 = 4	Step 2: 60 + 81 = 141	= 1481		
	+ 2 3 tors column	Step 3: 141 - 4 = 137	Compensation Strategy:		
	7 6 4 Lastly, we add the hundreds: 700 + 0 = 700 we put 7		67 - 37	Pyramids differ from prisms as they have only one base and all the other	
	hundreds in the hundreds column.	72 + 45 =	Step 1: Round 37 to the next multiple of 10 which is 40	faces are triangular. The triangular faces meet at a common vertex (the	
		Step 1: 45 + 5 - 50	(37 + 3 - 40)	apex). Pyramids do not have a uniform cross-section.	
	We add the units first 2 + 4 - 7	Stop 2: 72 + 50 = 122	(37 + 3 - 40) Stop 2: 67 - 40 = 27		
	T H T U We then add the tens: 10 + 90 = 100 so we put 0 in	Step 2: 72 + 50 = 122	Step 2: 07 - 40 = 27		
	3 1 1 3 the tens column and carry the 1 hundred to the	Step 3: 122 - 117	Step 3: 27 + 3 = 30		
	2 hundreds column.	1	(we added 3 to make 40, so we took away too much.		
	+ 6 9 4 We then add the hundreds: 200 + 600 + 100 = 900	Jump Strategy:	Now we need to add the 3 to get the correct answer.)		
	3 9 0 7 Lastly, we add the thousands: 3000 + 0 = 3000	The jump strategy is a mental strategy that adds the			
		second number in stages. It can be used on an empty	Additional Examples:		Triangular prism Net of a triangular prism
		number line to count up rather than back.	92 - 67 =		
	We start by subtracting the units column first: 7 – 2 = 5	673 + 7327	Step 1: 67 + 3 = 70	Soboror, conor and orlinders do not fit into the classification of prisms	Triangular prism and the net of a triangular prism.
	We then subtract the tens: 30 - 20 = 10 we put 1 ten in		Step 2: 92 – 70 = 22	or pyramids as they have curved surfaces, not faces, e.g. a cylinder has	
	5 5 7 the tens column	+7 +20 +300 +7000	Step 3: 22 + 3 = 25	two flat surfaces and one curved surface.	
	- 1 2 2 Lastly we subtract the hundreds: 300 – 100 = 200 we	$\wedge \wedge \wedge \wedge$			Additional 3D nets resources:
	2 1 3 put 2 nundreus in the nundreus column.	+ $+$ $+$ $+$ $+$	63 - 18 =	As a class, brainstorm real-life objects that are represented as a 3D	http://www.greatmathsteachingideas.com/wp-
		673 680 700 1000 8000	Step 1: 18 + 2 = 20	Sphere – socrer hall	content/uploads/2012/03/Making-3D-Shapes.pdf
	Decomposition Method or Trading Method for Subtraction:		Step 2: 63 – 20 = 43	Cone – traffic cone	
	In this method we borrow a multiple of 10 from the digit to the left when the top number is	Additional Examples:	Step 3: 43 + 2 = 45	Rectangular prism – bricks	
1	smaller than the bottom number.	46 + 33 =		Cube - dice	If possible, have pre-cut 3D net shapes to model to
1	1 H T U We subtract the units first: 2 - 1 = 1. We then subtract the tens: 70 - 80 we can't do because 70 is smaller than 80. We need to	10.00	Jump Strategy:	Model with the students how to record the Properties of 3D shapers	the students. Demonstrate by folding to form the
1	3 10 borrow from the hundreds column. We bring over 100 from the		87 – 34 =	number of faces	3D shape and then unfolding.
	3 4 7 2 Indicate Country 10 tens are 100 NOW 10 tens + 7 tens = 8 tens is the same as 170 - 80 = 90 so we put 9 in the tens	+ 10 + 30 + 10 + 3		shape of faces	
	- 1 2 8 1 column. Recause we horrowed one hundred we need to strike out the 4	46 56 66 76 79	· · · · · · · · · · · ·	<ul> <li>number of vertices</li> </ul>	
1	2 1 9 1 in the hundreds column and leave 3 hundreds. 300 - 200 = 100		53 57 57	number of edges	
1	so we put 1 in the hundreds column. Lastly, we subtract the thousands column. 3000 – 1000 = 2000	Continue modelling jump strategies with larger numbers.	answer - that		
1	Additional examples for Standard Method: Addition:			Automonal support resources to model and record properties: <ul> <li>https://www.slideshare.pet/ienpiforpichole?/properties.pf.2.d</li> </ul>	
1	345 + 45		Continue modelling strategies with larger numbers.	<ul> <li>- <u>mspary</u> www.sincesinere.recryjeniniterinicholso/properties-or-3-0- shanes_11161711</li> </ul>	
	863 + 96		-	the state of	
	Extension:			content/uploads/2014/02/Understanding-Shape-Year-6 not	
	0000 + 0/0 + 4345 5373 + 436 + 948			<ul> <li>https://www.teacherspayteachers.com/Product/3D-Shape-</li> </ul>	
1				Properties-Display-Posters-1061686	
1	Subtraction:				
1	Explicitly model decomposition method for these examples: 8000 – 673				
	8860 -				
	673				
1	075				
1	7327				
1	9000 - 837 = Extension: 10.000 - 5288				
1	11 000 - 8253				
1					
1	536-63				
1	946-94				
	2679 - 836 - 87				
	7675 - 660 - 54				
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**Explicit Teaching** 

Group Activities	Revision Group - Names	Work with these students to continue modelling written strategies viewed today. Get feedback from the students to get an understanding of what they need further assistance in. Use dice or cards to create numbers for problems (extend to 2 by 3 and 3 by 3-digits) Partition: 567 + 199 Partitioning method 500 + 100 = 600 60 + 90 = 150 7 + 9 = 16 600 + 150 + 16 = 766 Addition Algorithm: busdret: unx same: 1 89 + 34 1 2 3 Subtraction Algorithm: 5 12 6 2 7 - 1 3 5 4 9 2	Get feedback from the students in this group and work through the mental strategies for <b>addition</b> that they need further modelling of. <b>Example questions:</b> 363 + 927 263 + 482 927 + 693	Get feedback from the students in this group and work through the mental strategies for <b>subtraction</b> that they need further modelling of. <b>Example questions:</b> 627 – 429 502 – 282 890 - 628	5/6M Town Groups- Based on Continuum Clusters	In mixed ability groups, students will view a range of 3D shapes within the classroom to classify the properties of each object in their books. Students should also be provided with shapes that they should be able to unfold to view the nets of and sketch in their books. Once all the groups have viewed each shape, they will come together as a class to share what they have viewed from each shape. <b>Example:</b> <b>Cube</b> <b>Faces:</b> 6 <b>Vertices:</b> 12 <b>Edges:</b> 8
Group Activities	Middle Group- Names	This group will break up into 4 mini groups. Create 4 sets of task cards that contain questions to each written strategy viewed. In their groups, students will complete as many questions as they can before passing on the cards to the next group. Groups will get 6 minutes to complete their questions. Example of rotation: Group 1: Addition Partition Group 2: Subtraction Partition Group 3: Addition Algorithm Group 4: Subtraction Algorithm	Students will be provided with a range of addition questions and must demonstrate each mental strategy to answer the question. These will be answered in their maths books. <b>Example: 87 + 38</b> <b>Split:</b> 80 + 30 = 110 7 + 8 = 15 110 + 15 = 125 <b>Compensation:</b> <b>Step 1:</b> $87 + 3 = 90$ <b>Step 2:</b> $90 + 38 = 128$ <b>Step 3:</b> $128 - 3 = 125$ <b>Jump</b> (using number line): 87 + 30 = 117 117 + 3 = 120 120 + 5 = 125	Students will be provided with a range of subtraction questions and must demonstrate each mental strategy to answer the question. These will be answered in their maths books. <b>Example: 92 - 48</b> <b>Split:</b> 80 - 40 = 40 12 - 8 = 4 40 + 4 = 44 <b>Compensation:</b> <b>Step 1:</b> 48 + 2 = 50 <b>Step 2:</b> 92 - 50 = 42 <b>Step 3:</b> 42 + 2 = 44 <b>Jump</b> (using number line): 92 - 40 = 52 52 - 2 = 50 50 - 6 = 44	5/6M Town Groups- Based on Continuum Clusters	



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	Feedback –	Students answer questions using a	Students answer questions	Students answer auestions	Students will write what	Each student will choose		
lback/ Exit Slip	Use the thumb method	written strategy viewed today:	using a montal strategy	using a montal strategy	they have learnt about 2D	a 3D shape that they		
	after explicit modelling to	Bovision:	viewed to daw	viewed to dew	shapes in terms of the	a SD shape that they		
	determine students		Newed today:	Newed today:	differences hot user prime	viewed today and		
	understanding and where	78 + 25	Revision:	Revision:	differences between prims	describe its properties		
	they will be placed for	98 – 28	34 + 53	145 – 89	and pyramids e.g. <i>a prism</i>	(no. faces, edges and		
	group activities.		73 + 52	645 – 68	has two bases, while the	vertices) as well as draw		
	Marking Exit Slips –	Middle:			pyramid only has one.	its net.		
	Next to each students Exit	639 + 392	Middle:	Middle:	Pyramids also meet at an	Note: cube or		
	Slip, the teacher will check	902 – 379	364 + 833	867 – 789	apex (point).	rectangular prism should		
	students answers and will		324 + 830	936 – 537		not be allowed as an exit		
ee ee	either write an: $\mathbf{A} = \mathbf{A}$ chioved	Main:				slip answer.		
Ε	N/Y = Not Yet	36402 + 7393	Main:	Main:		•		
		9200 – 3694	6363 7 360 7 36	9000 - 527 - 27				
	N/Y students will become			8300 - 324 - 53				
	your target group.		9374 + 930 + 26	0500 524 55				
	. Doll the disc some D	) all the disc and add up the numbers as	Provide students with teethnicks and playdeush /slue					
	• Roll the dice game: P	con the dice and add up the numbers of						
	subtract the number	on another colour e.g. GREEN. So, if on	tack to create a range of 3D shapes in pairs. Students					
es/	should add together	4 and 5 to make 9 and then subtract the	can do this with colored cardboard as well.					
ior	by making the first tv	vo coloured dice either a thousand, hur	• Students create a range of 3D nets and form 3D shapes					
ens	• Play Noggle: Select 1	2 random numbers and a target number	and place string on them to create a class 3D mobile.					
, x i	Students can only use	e addition and subtraction only to make	<ul> <li>Students view nets of advanced 3D shapes and create</li> </ul>					
Ear	is 8 = 6 + 2, 22–14 etc	2.	the shape e.g. tetrahedron.					
	<ul> <li>Students work through a range of challenging problems: Open-Ended Maths Problem Solving Cards - Upper Primary –</li> </ul>							
	Teach Starter.							
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