

DRAMATIC MATHEMATICS PROGRAMMES

Unless otherwise noted all sessions run with one practitioner delivering to a class of up to 30 pupils.

Nursery and Reception

The King and Queen of Number

A strange gust of wind blows all the numbers away and the people of the town have to work out how to tell each other how many of anything they want, what number house they live at or which bus to get!

Learning Objectives - Number recognition, Number ordering, Writing numbers.

Session Length - 1 hour

Reception

The Princess' Bed

In order to find a husband for his eldest daughter a King sets a strange challenge - to build her a bed that is six shoes by four shoes. The princes all use the most beautiful shoes they can find, but when the beds arrive - none of them are the right size!!!

Learning Objective - Standard and non-standard measurement.

Session Length - 1 hour

Mr Archimedes' Bath by Pamela Allen

Mr Archimedes' bath always overflowed and Mr Archimedes' always had to clean up the mess. There does all the water from and are Wombat, Goat or Kangaroo responsible?

Learning Objective - Displacement, Volume, Shape and Problem solving.

Session Length - 1 hour

Note - requires two practitioners to deliver to a class of up to 30 pupils.

Year 1

The Doorbell Rang - by Pat Hutchins

Ma has made a dozen delicious cookies. It should be plenty for her two children. But then the doorbell rings - and rings and rings and rings.

Learning Objective - Basic Division and Fractions.

Session Length - 1 hour

Years 1 - 3: The Dramatic Mathematics Series

Book 1 - A Little or a Lot?

When the evil Sorceress, Avara, begins to weave her magic on the island of Sunobia, things start to go terribly wrong. People are starving, war is threatened and the King has only three days to learn how to count enormous numbers or risk his kingdom being destroyed forever...

Learning Objective - Counting, Sequencing and Place Value.

Session Length - 1 hour 15 to 1 hour 30

Note - requires two practitioners to deliver to a class of up to 30 pupils.

Book 2 - Go Backwards

When Sunobia becomes the counting capital of the world, a young girl called Lily is involved in some surprising adventures. Kidnapped from the island, locked on a ship and forced to count barrels all day long, Lily is filled with despair, until she is visited by a strange old woman and the magic begins to flow...

Learning Objective - Counting, Sequencing, Addition and Subtraction.

Session Length - 1 hour 15 to 1 hour 30

Note - requires two practitioners to deliver to a class of up to 30 pupils.

Book 3 - Ask the Ruler

When Lily's parents are taken ill, the responsibility of running the merchant's shop falls to her. But can Lily discover the secret of the mysteriously shrinking material and save her father from imprisonment?

Learning Objective - Standard and Non-standard measurement, Data handling.

Session Length - 1 hour 15 to 1 hour 30

Note - requires two practitioners to deliver to a class of up to 30 pupils.

Book 4 - A River Always Finds its Way

As royal advisor to the King and best friend to Prince Zecko, life for Lily seems pleasant and rosy. But evil lurks around the corner, through the trees and over the hunchback bridge, and it's not long before Lily starts out on a dangerous journey...

Learning Objective - Shape and Space.

Session Length - 1 hour 15 to 1 hour 30

Note - requires two practitioners to deliver to a class of up to 30 pupils.

Book 5 - Fair Share

Trapped in Avara's tower, can Lily and Prince Zeko escape? Or will the prince be forced to marry the evil Sorceress and made to divide the kingdom with her in this unhappy match?

Learning Objective - Revision of objectives covered by all the Dramatic Mathematics series.

Session Length - 1 hour 15 to 1 hour 30

Note - requires two practitioners to deliver to a class of up to 30 pupils.

Years 1 - 4

Gulliver and the Golden Mean

When the Empress of Lilliput finds a giant footprint, and then a giant, on her beach her advisors set about trying to measure the giant. Someone suggests that everyone is about 6 of their own feet tall. Could that be true?

Learning Objectives - Problem solving, Standard and Non-Standard, Proportion, Scale.
Session Length - 1 hour to 1 hour 30

Taking Care of a Giant

When the people of Lilliput decide to keep the Giant they found on their beach they have to figure out how they are going to feed him and clothe him.

Learning Objectives - Problem Solving, Counting in twos, fours and tens, Basic multiplication, Tessellation.
Session Length - 1 hour to 1 hour 30

Year 2

Centipede's 100 Shoes - by Tony Ross

When a centipede trips over, and hurts his foot, the only thing for him to do is obtain a set of shoes for all of his feet...That is a lot of shoes! Now it could take him longer to get dressed than to do anything else. So, after a rethink, he shares his shoes amongst various neighbours: beetles, spiders, earwigs and other creatures. Count up the number of feet, and find out whether he manages to get rid of all his shoes! (Do you think he started with 100 in the beginning?)

Learning Objective - Directional language, Division, Subtraction.
Session Length - 1 hour

Years 3 - 4

Farming Fractions

When a farmer leaves his two bickering sons in charge of his farm, he tells them they have to share equally. Add into this a mysterious seed-seller who tells them they can grow twice as many crops and the division of the farm begins...

Learning Objective - Fractions, Measuring, Division.
Session Length - 1 hour to 1 hour 30

Years 4 - 6

Roman Market

(also available - Tudor and Victorian Market)

A distinguished dignitary is coming to town - who can rise to their challenge and prove to be the best business person in the village.

Learning Objective- Problem solving, getting the best price, special offers.

Session Length - 1 hour 15 to 1 hour 30

Years 5 - 6

Number Properties Assault Course

A workshop on categorising numbers - create actions for number properties which have you jumping up and down, clapping and shouting. Then in teams solve the sums, run forward to the carrol diagram to find your numbers and then stick them in the giant van before racing back to your team. The first team to complete all their sums are the winners!!

Learning Objectives - Categorising numbers and using Carrol and Venn diagrams.

Session Length - 1 hour

The Nameless Brothers

Five Nameless Brothers travel the land in search of their identity and their family heritage. The people of Fractisle, Percentown and Decimville all lend a hand as the boys complete various tasks to help unlock their secrets...

Learning Objective - Fractions, Decimals, Percentages and Measuring.

Session Length - 1 hour 15 to 1 hour 30

Note - requires two practitioners to deliver to a class of up to 30 pupils.

Rubbish Maths

The Council dump a load of rubbish on the carpet of your classroom and offer a £100 payment in order to be able to continue dumping there. But soon Environmental Health officials arrive and threaten to fine you if the rubbish is not cleared away soon. Different individuals offer different schemes with different rates, to pay you for the rubbish. Work out how you can make the most money out of your rubbish and not be lefty any by the time Environmental Health comes back!

Learning Objective - Fractions, Decimals, Percentages, Money and Problem Solving.

Session Length - 1 hour 15 to 1 hour 30

Note - requires two practitioners to deliver to a class of up to 30 pupils.