

AfterMaths Workbook + Teacher Guide Set: Years 4–7

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Year Level: 4–7, Teachers and Administrators
Focus Area: Activities and Exercises, Classroom Practice and Direct Instruction
Key Learning Area: Mathematics



Summary

The AfterMaths program is designed to engage students in using a variety of maths skills that will be important to them as developmental learners and as thinkers in the years ahead. Students will use critical thinking, problem solving and computation skills as they complete 36 activities in the student book.

The 36 activities in each AfterMaths Workbook are based on six strands: Numeration, Measurement, Prealgebra/Algebra, Number Theory, Geometry and Data Interpretation. Students will learn to view maths as a vital part of the world around them. The activities in the AfterMaths student book may be applied in various ways. They may be used to supplement and reinforce classroom lessons. They may be used to extend or enrich daily lessons. Or, they may be used to provide challenges to students who enjoy experimenting with maths. The activities are designed for students to work on their own, in pairs or in small groups at their own pace.

The activities also encourage students to open their minds to creative ways of learning, including writing, computing, experimenting, completing small projects, conducting research and playing games. Students will become aware that mathematics is not just reserved for the classroom; it is a vital part of the world around them.

Each workbook in the *AfterMaths* program is designed specifically for students in the year level indicated on the front cover of both the workbook and corresponding teacher guide. But, the activities can be used with advanced mathematics students in lower year levels, as well as with students who require mathematics skills reinforcement in the higher year levels.

This set contains one student workbook from Year 4, Year 5, Year 6 and Year 7, and one teacher guide from Year 4, Year 5, Year 6 and Year 7.

Other Resources

- *Teach the Australian Curriculum: Mathematics with the Wii: Engage your F–8 Students through Gaming Technology* (IST1963)
- *How the Brain Learns Mathematics, Second Edition* (CO5855)