

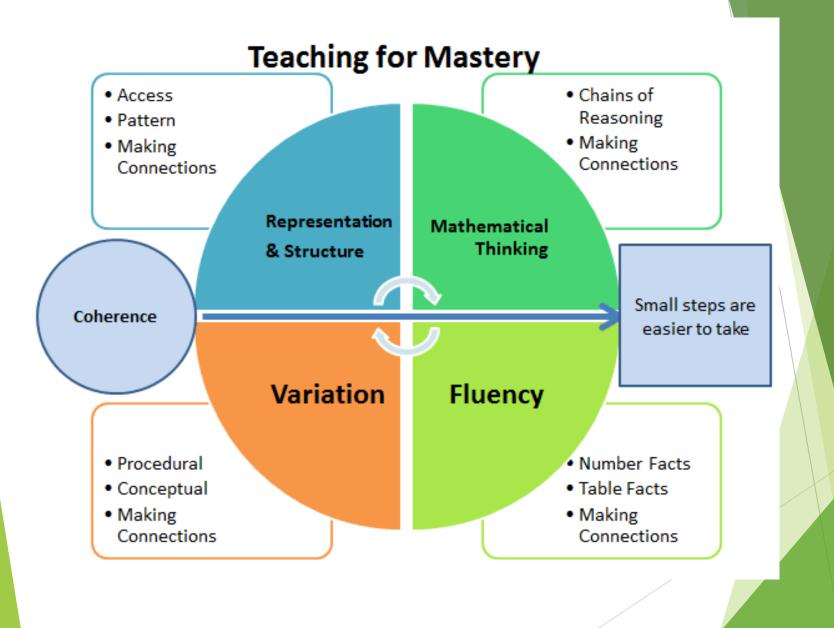
Supporting my child in Maths
The Concrete, Pictorial, Abstract Method



Why?

The National Curriculum for mathematics of *** aims to ensure that all pupils:

- become **fluent** in the fundamentals of mathematics, including through varied and frequent practice with increasingly complex problems over time, so that pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately
- reason mathematically by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language
- can solve problems by applying their mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions.



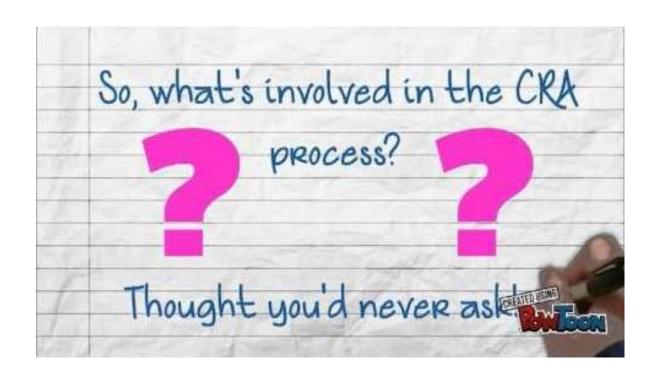
"Tell me and I forget.

Teach me and I remember

Involve me and I learn."

-Benjamin Franklin

What is it?



Concrete - getting hands on!



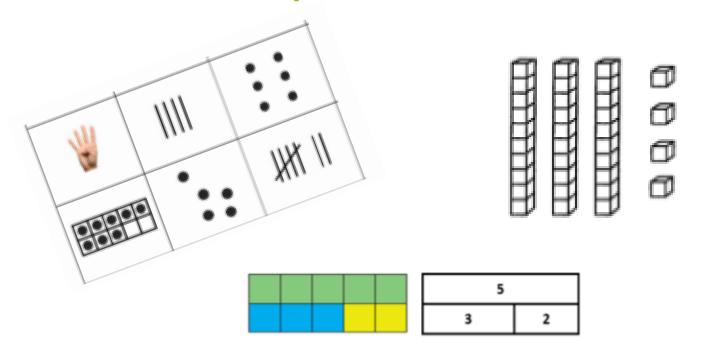


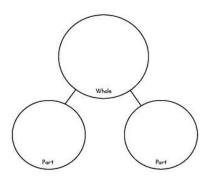






Pictorial Representation





Concrete - Pictorial

Models, images and practical apparatus Ofsted

100

1000

All of these play an important part in supporting pupils' conceptual understanding and reasoning skills.

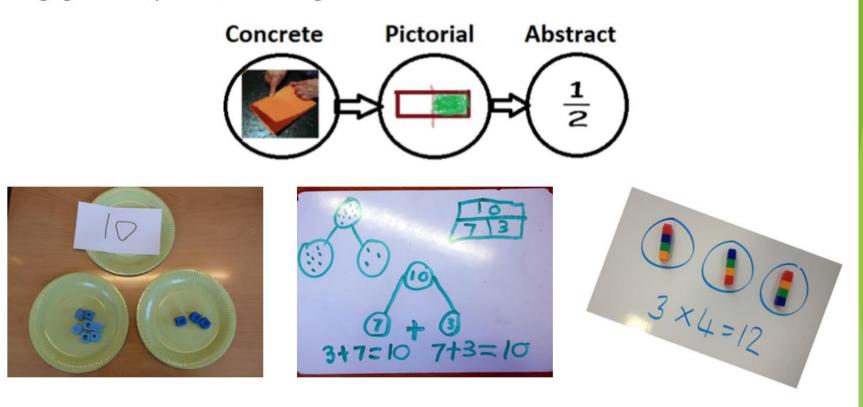
Can you name these?

Part Part ?

Whole

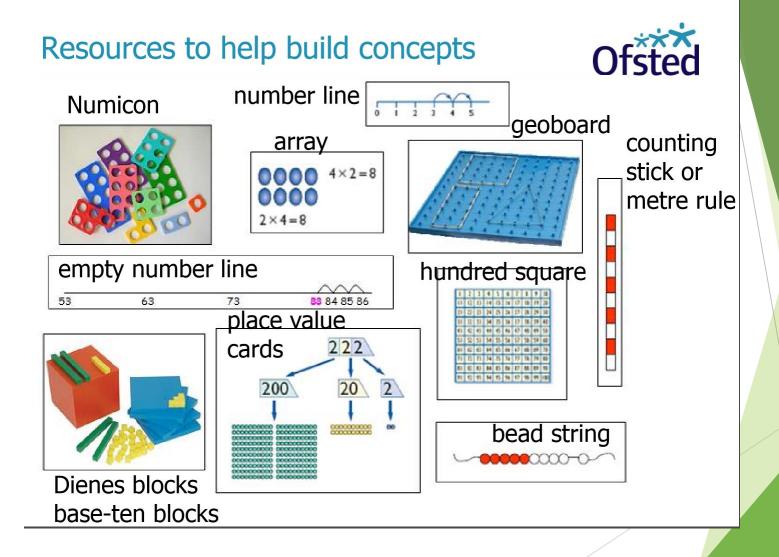
Flexibility with different representations is an important element of fluency.

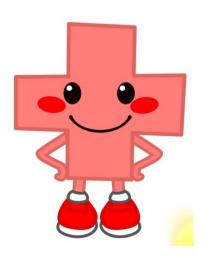
Bringing 'concrete, pictorial, abstract' together:



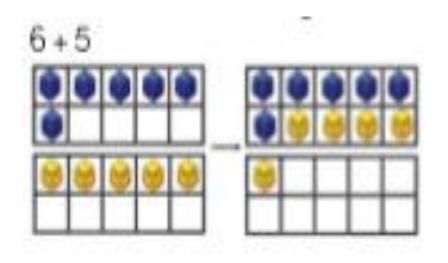
Some examples of how CPA could work:

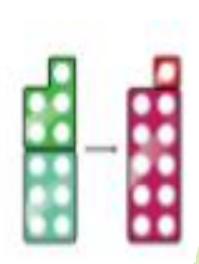
Resources



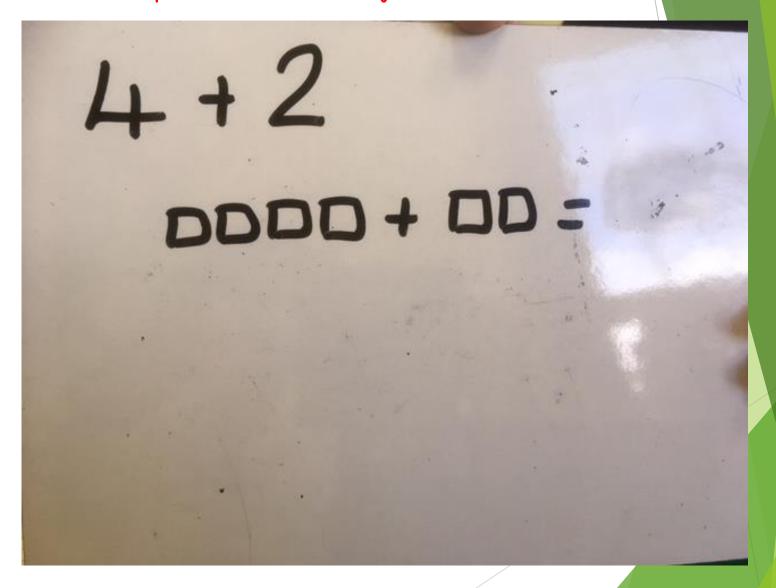


Addition - KSI





Pictorial Representation for this...

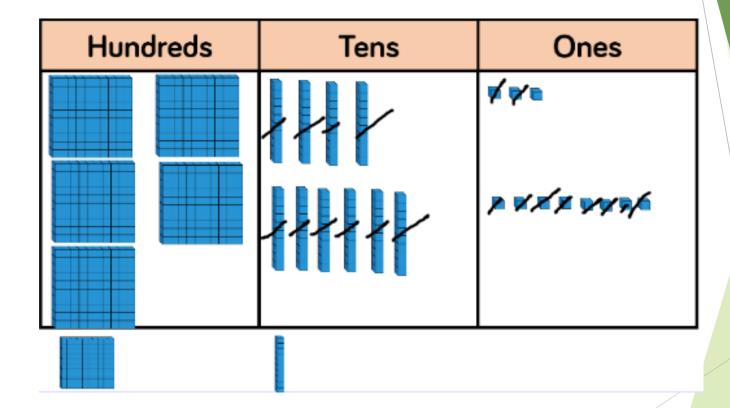


Abstract

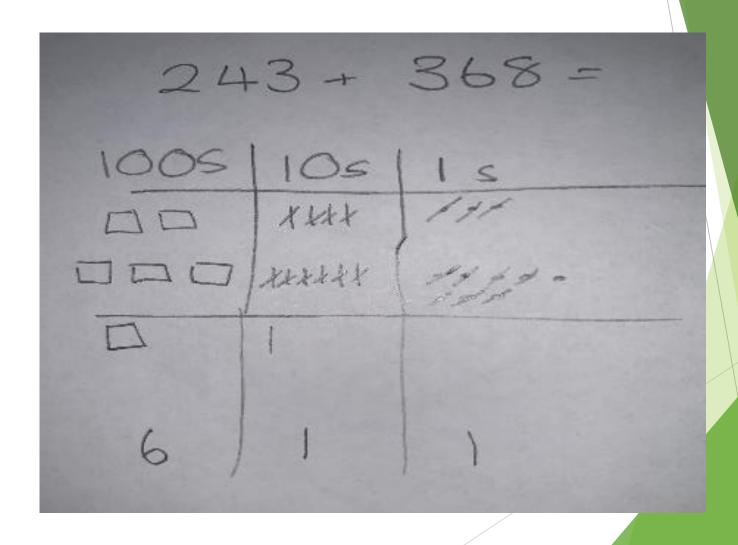
$$4 + 2 = 6$$



Addition - KS2



Pictorial Representation for this...



243+

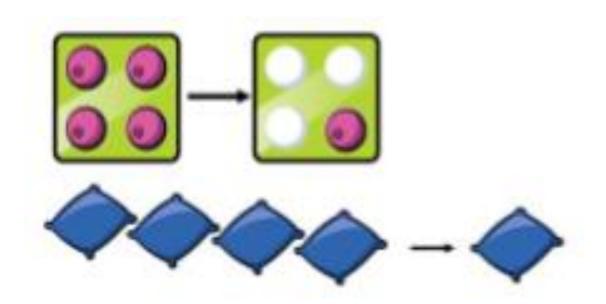
368

<u>613</u>

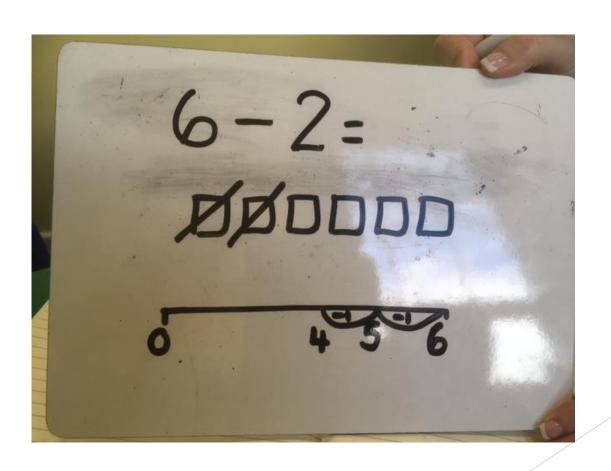
11



Subtraction - KSI



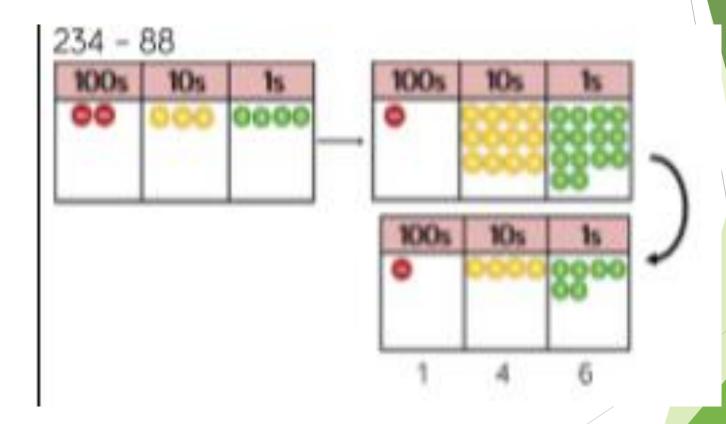
Pictorial Representation for this...



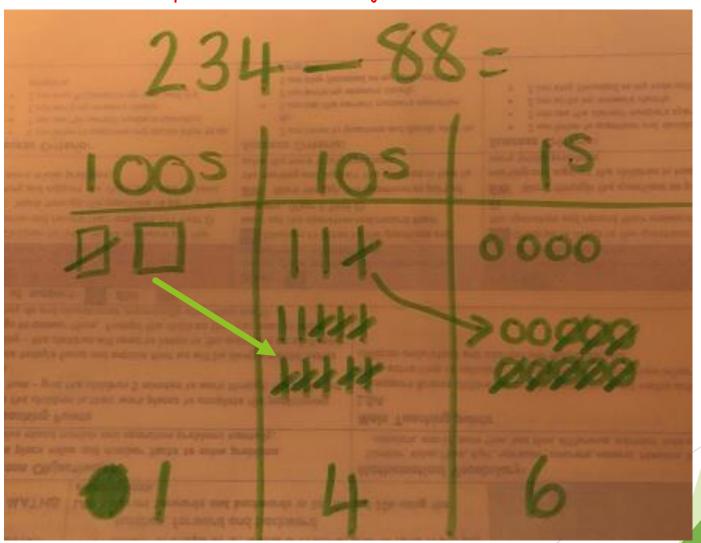
$$6 - 2 = 4$$



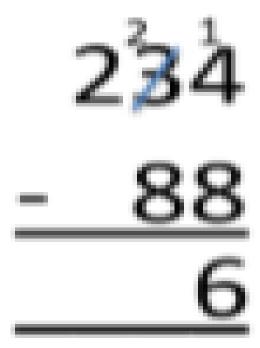
Subtraction - KS2



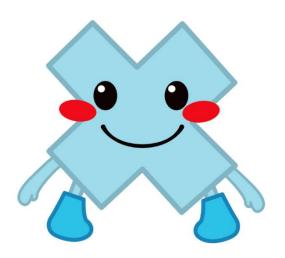
Pictorial Representation for this...

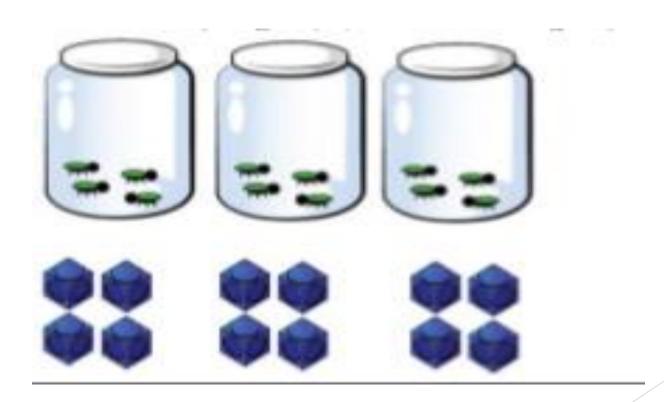


Abstract

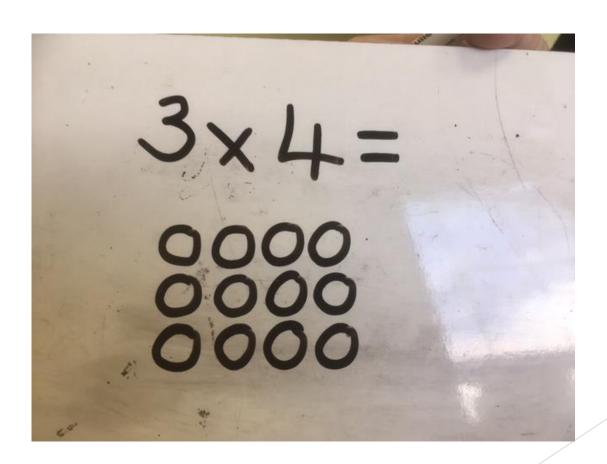


Multiplication - KS



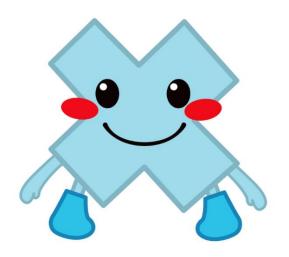


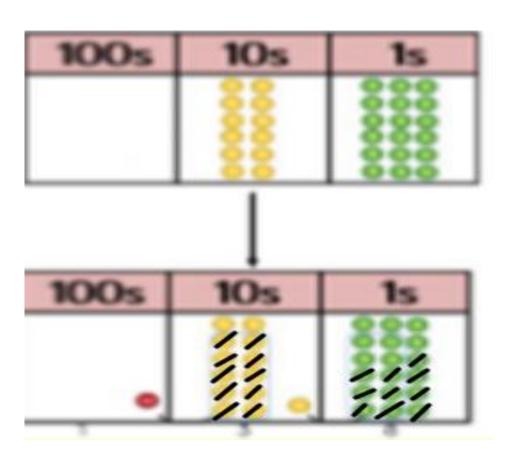
Pictorial Representation for this...



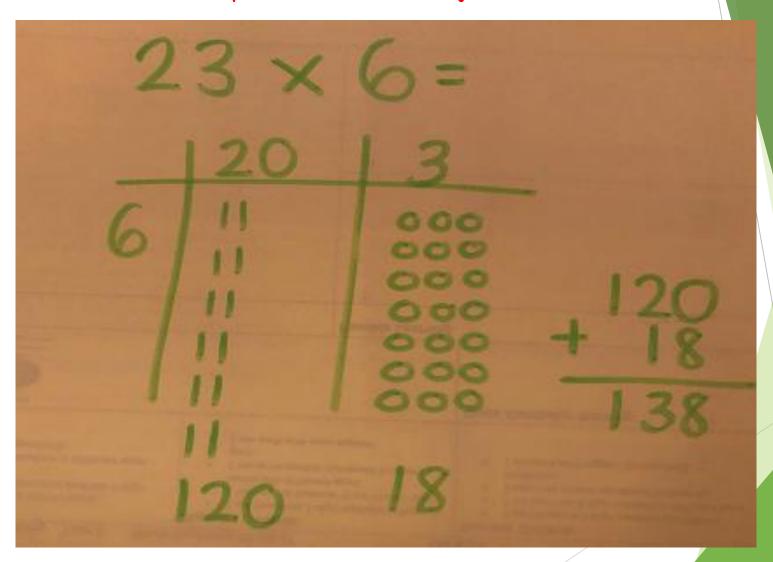
$$3 \times 2 = 6$$

Multiplication - KS2



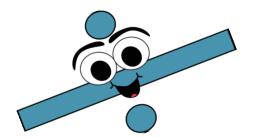


Pictorial Representation for this...

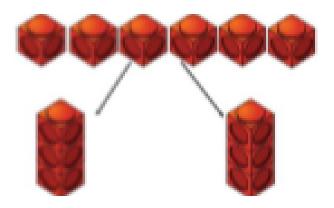


Abstract

| x | 20 | 3 | |
|---|-----|----|----------------------------|
| 6 | 120 | 18 | |
| | | | 120 + <u>18</u> <u>138</u> |



Division - KSI



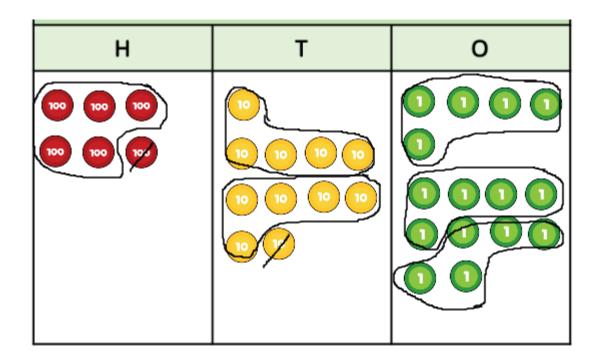
 $6 \div 3 =$



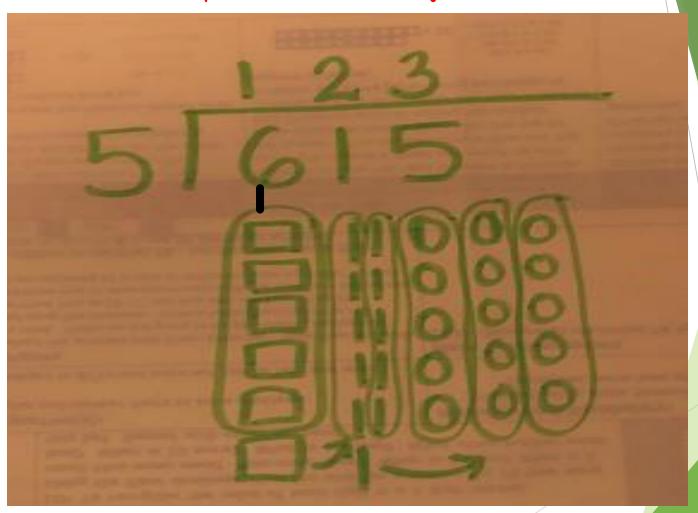
$$6 \div 3 = 2$$



$$615 \div 5 =$$



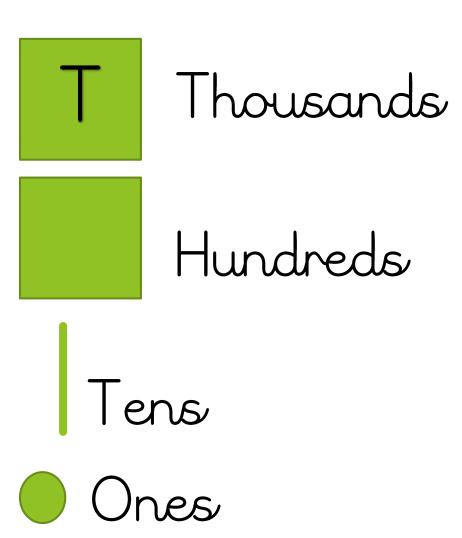
Pictorial Representation for this...



123

5 6¹1⁵

Value Symbols to use in pictorial representation



Making it real!

Problems and puzzles



- Problems do not have to be set in real-life contexts.
- Providing a range of puzzles and other problems helps pupils to reason strategically to:
 - find possible ways into solving a problem
 - sequence an unfolding solution to a problem
 - use recording to help their thinking about the next step.
- It is particularly important that teachers and teaching assistants stress such reasoning, rather than just checking whether the final answer is correct.
- All pupils need to learn how to solve problems from the earliest age – the EYFS early learning goals also include problem solving.

Useful Websites to support your child!



https://www.bbc.com/bitesize/subjects/zjxhfg8



https://www.topmarks.co.uk/maths-games/hit-the-button



https://www.multiplication.com/games/all-games



http://mathszone.co.uk/

https://www.timestables.co.uk/