

Maths

What maths can we use at the Zoo?

Year 3-4

Learning Outcomes:

At the end of the session:

- ✓ All pupils will use maths in unique and creative ways involving objects and animals which will inspire and engage them
- ✓ Most pupils will start to understand how maths can be used in practical ways
- ✓ Some pupils will understand how maths skills can be used and applied in a number of different ways

Curriculum Links:

Maths - Number, Measurement, and Statistics

Year 5-6

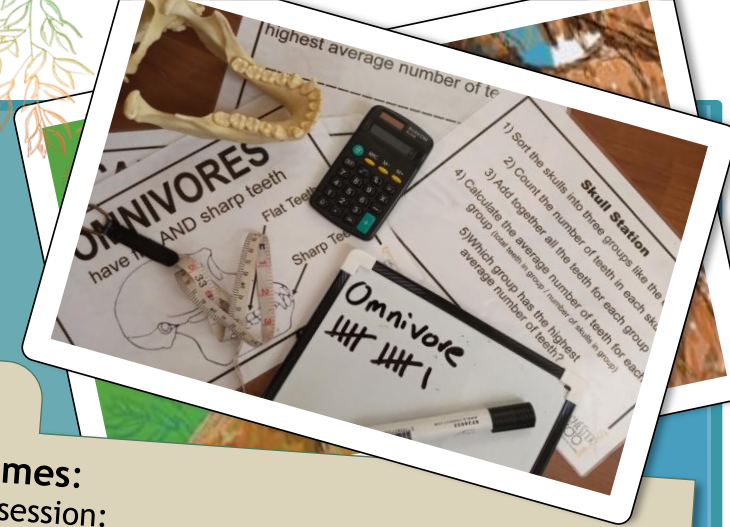
Learning Outcomes:

At the end of the session:

- ✓ All pupils will use maths in unique and creative ways involving objects and animals which will inspire and engage them
- ✓ Most pupils will understand how maths skills can be used in a number of different ways
- ✓ Some pupils will be able to demonstrate how to use different mathematical skills

Curriculum Links:

Maths - Number, Measurement, and Statistics



Session Outline:

Pupils are divided into five groups who rotate around five different maths stations with a different maths puzzle. At each station they are self-directed to solve a maths question using the information and items supplied at each station. Stations include: replica skull station (years 3-4 averages, years 5-6 averages, sorting and ratios), fur station (years 3-4 measuring area, years 5-6 volumes), the turtle station (years 3-4 multiple averages, years 5-6 dimensions), snake skin stations (years 3-4 averages, years 5-6 sorting and comparing) and minibeasts (years 3-4 fractions and percentages, years 5-6 adding fractions).