



The Wilkie Way

Newsletter April 2024

www.wilkieway.co.nz

Moving content to Tāhūrangi

Tāhūrangi has been designed to be a 'one-stop-shop' for curriculum content and teaching resources. Over time, it will house material relevant to the curricula that make up the National Curriculum:

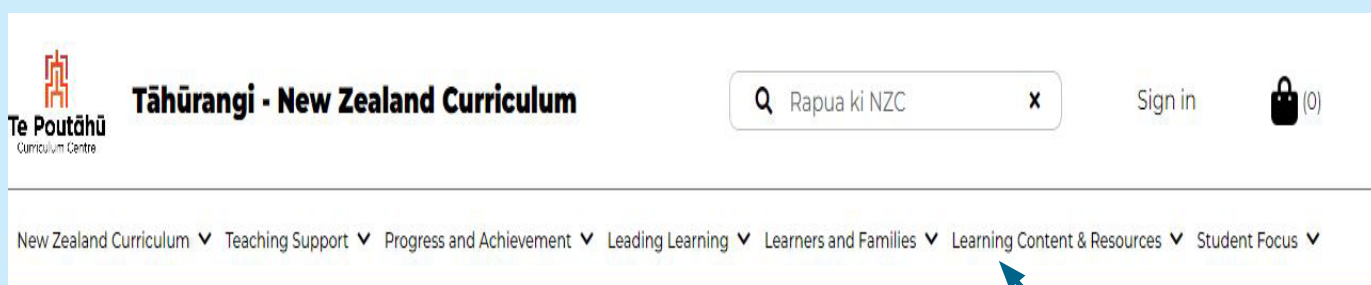
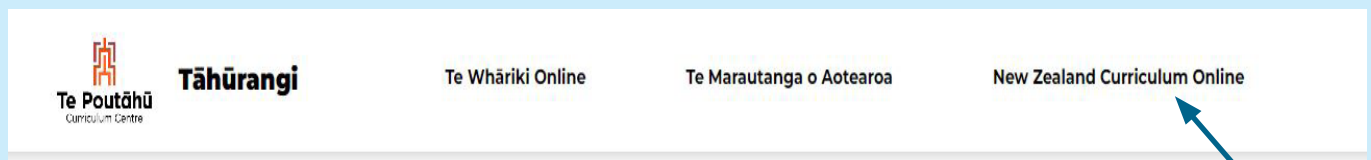
Te Whāriki: He Whāriki mātauranga mō ngā mokopuna o Aotearoa Early Childhood Curriculum
Te Marautanga o Aotearoa
The New Zealand Curriculum.

Once fully populated, it will contain resources from more than 70 different education websites in one single place – making it much easier for teachers to find material they need.

The more people that use the site, the better Tāhūrangi's search function becomes. Logged-in users can save the resources they use most in their own collections, making it easy to find them again in future. Collections can be shared with other logged-in users.

Alot of resources from NZ maths have been moved and I am gradually finding where resources are:

Finding your way: Home page of Tahurangi -



There is a search box and a number of filters including curriculum levels as well as phases.

Sorting by phase is not yet functional - if I search using place value in the search box and filter by Phase 1 I get 4 activities, none related to place value.

If I use the filter curriculum levels 1 and 2 I get 83 resources of which the first dozen are definitely place value but the remaining resources on other topics are not filtered out.

If I change the search topic to volume I get 80 resources of which only the first 5 are related to volume. (which 3 resources are no longer there I don't know!)

After opening one resource it is not possible to go straight back to look at another resource without having to retype the search word.

Learning Content & Resources
Select Mathematics & Statistics
from the drop down list

Some of the resources have really good teacher knowledge building support for example



Place Value to Four Digit

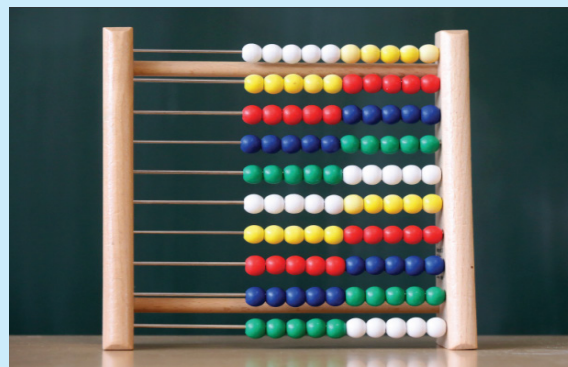
Search word: place value
Filter: Curriculum Level 2

This resource provides you with the teacher knowledge understanding for teaching place value. It identifies specific teaching points for each session and opportunities for adaptation and differentiation.

Search word: Counting
Filter: Curriculum Level 1

This unit provides you with the teacher knowledge to understand counting - nine principles of counting

It identifies specific teaching points and opportunities for adaptation and differentiation



Counting on Counting



Multiplication & Division symbols expressions relationship

Search word: Multiplication
Filter: Curriculum Level 3

This unit gives a good description of the mathematics and opportunities for adaptation and differentiation.

(The graphic for this activity is used for a significant number of resources so reading the title of the resource is essential.)

Under the heading **Artefacts** there are pdfs of resources and some powerpoints. However the show me more button doesn't work (yet) and by selecting different curriculum levels or resource types, or teaching strategy, or level of support gives different pdfs (all totally unrelated to what was ticked) I found the pdf for the arrow cards by chance listed under Building 10s and 100s and now I can't find my way back !

Using the search function will give you resources that have the words in the title but arrow cards do not appear. I tried using the word arrow cards nothing came up so I typed in "Building in 10s and 100s" and got the Place value pdfs again not the resources that I know are there with "building" in the title.

I guess there is still a lot of work to get this area of the website functioning in a useful way.

Each pdf or powerpoint requires downloading and opening to find out what it is. (Very time consuming)

Under the heading **External sites** links to every possible paper and journal article that has been written by NZ universities or sits in the National Library of NZ. There are audio clips from Radio New Zealand. 1913 articles. Unfortunately nothing on the teaching and learning of mathematics and no search function.

While I understand this site is still under development, what I am seeing so far is not an improvement on the NZMaths site.

Navigating the Wilkie Way Membership Area

When you click on any heading in the membership directory you are likely to see a list of all the files in the folder.

- PDF 1. Numbers to 6.pdf
- PDF 2. Ordering numbers to 6.pdf
- PDF 3. Numbers to 10.pdf
- PDF 4. Ordering numbers to 10.pdf
- PDF 5. Joining and partitioning.pdf

If you look to the right of your screen you will see a small icon



Click on this icon to change the view

List view changes to grid view

Select **Grid**

Select **Quick View** to be able to scroll through all pages of a file without having to download.

1. Numbers to 6
PDF • 1.31 MB

2. Ordering numbers to 6
PDF • 522.32 KB

3. Numbers to 10
PDF • 633.27 KB

4. Ordering...mbers to 10
PDF • 445.51 KB

5. Joining a... partitioning
PDF • 764.63 KB



The Wilkie Way Teacher Challenge



Fill in the missing squares so that the rows, columns and the two diagonals all add up to the same number.

32	19		8
10	25		
9			
35	16		11

New Resources for Wilkie Way Members

Subscriptions purchased at the online store at www.wilkieway.co.nz

Individual \$55 - paid via paypal

NZ School paid via invoice - complete form at online store

Under 30 Students \$60 + GST 30 to 100 students \$160+GST

101 - 300 students \$260 + GST 301- 500 students \$360 +GST

501 - 700 Students \$460 + GST 701+ Students \$560 + GST

Non NZ School \$660 - paid via paypal



Number	Algebra	Progress Tracking Year 6
<p>Reads and writes numbers to 1 000 000</p> <p>Sequences and orders numbers to 1 000 000</p> <p>Represents whole numbers up to 1 000 000</p> <p>Partitions and recomposes whole numbers up to 1000 000 (standard partitioning)</p> <p>Rounds whole numbers to powers of 10</p> <p> Gives an estimate for an addition</p> <p>Adds whole numbers & decimal numbers reliably & efficiently</p> <p> Gives an estimate for a subtraction</p> <p>Subtracts whole numbers & decimals reliably & efficiently</p> <p>Multiplies two and three digit numbers</p> <p>Divides whole numbers by one or two digit divisors</p> <p> Finds factors of numbers up to 100</p> <p> Understands decimals as a set of fractions with powers of 10 as their denominator</p> <p> Understands percentage is a fraction with a denominator of 100</p> <p> Recognises, reads, writes, represents, compares and orders fractions, decimals (> 3 places), and percentages</p> <p>Converts between fractions, decimals & percentages</p> <p> Finds equivalent fractions and reduces fractions to their simplest form</p> <p> Understands fractions as numbers that describe a measure, a proportional relationship or an action on another number</p> <p> Finds a simple fraction or percentage of a whole number</p>	<p>Recalls or quickly derives multiplication & division facts</p> <p>Solves open number sentences involving equality & inequality ($=$, $<$, $>$)</p> <p> Uses distributive, commutative and associative properties</p> <p> Uses tables, XY graphs & diagrams to find relationships between elements of growing patterns</p> <p> Describes a rule in words about a linear pattern</p> <p> Uses a rule to make predictions</p>	<p>Name: _____</p> <p>Date of Birth: _____</p> <p>Class: _____</p>
	<p>Space</p> <p>Classifies shapes using their consistent spatial properties and justifies their classification</p> <p> Visualises and draws nets for regular prisms</p> <p> Visualises and represents 3-D shapes from different perspectives</p> <p> Rotates, reflects, translates & resizes 2-D shapes & simple geometric solids</p> <p> Uses π to find the circumference of a circle, the distance, compass point and level to locate, and describe positions and paths</p>	
	<p>Measurement</p> <p> Reads (range) of measurement tools</p> <p> Plans simple scales accurately</p> <p> Finds measurements & part measures using correct unit</p> <p> Measures volume of solids using side measures and multiplication</p> <p> Converts between units of time</p> <p> Solves duration of time problems</p> <p> Describes angles as acute, obtuse or reflex using decimals 10^o, 100^o and 300^o</p>	
	<p>Statistics</p> <p> Uses investigative questions to summarise, compare and justify situations</p> <p> Makes predictions or assertions</p> <p> Plans the collection of primary data or to use secondary data displays</p> <p> Uses a spreadsheet to create a variety of different data displays</p> <p> Identifies features, patterns and trends from data displays</p> <p> Uses data displays to answer the investigative question</p> <p> Interprets others data collection questions</p> <p> Interprets others data displays and statements about data identifying features and errors</p>	
	<p>Probability</p> <p> Identifies all possible outcomes for a situation</p> <p> Plans, conducts and records data for a probability experiment</p> <p> Creates and uses data displays for the distribution of observed outcomes</p> <p> Describes probability as described using values between 0% (impossible) and 100% (certain)</p> <p> Compares results of an experiment with a theoretical model of chance</p>	
	<p>Comments: (attitude, effort etc)</p>	

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Teacher Professional Resources:

Assessment & Curriculum Refresh Directory Headings

Student progress tracking sheets by year group

Year 1 Year 2 Year 3
 Year 4 Year 5 Year 6
 (Year 7 & 8 under development)

Student Resources

Special Occasions

An Easter Egg Challenge

Easter Bunny was sorting 24 eggs into baskets.

Easter Bunny needs the same number of eggs in each basket.

No egg in a basket can be the same as another egg in the basket.

I wonder how many baskets Easter Bunny could use?

How many eggs would be in each basket?

Use the eggs and baskets to find all the possibilities.

Teacher Notes:
 This is an activity that can be used at multiple levels:
 1. Give students the baskets and the eggs and pose the challenge and let them use trial and error to find possible solutions.
 2. Look for and note the commutative property (e.g. 6 baskets & 4 eggs, = 4 baskets & 6 eggs) (Complete the table given in the activity)
 3. Ask students to write an addition equation and/or a multiplication equation for each result (The activity is an equal grouping type multiplication scenario)
 4. Ask students to write a division equation for each solution.
 5. Identify all the factors of 24
 6. Explore the doubling and halving relationship

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5 five

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A multi-level task for exploring multiplication & division

Foundation Resources

Writing Numerals

Writing number 5 has been replaced with the correct numeral

Numeracy Games

Arithmetic Games

- Bowl a Fact
- Bridges 1
- Bridges 2
- Multiplication Madness
- Poison 18
- What Number is Missing



What Number is Missing?

Purpose:

- To practice addition or multiplication basic facts using three numbers.

You need:

- 3 dice
- Two or more players

How to play:

- Player one rolls 3 dice behind a screen and works out the total (or product).
- Player one places a small container (or covers with hand) over or on the dice.
- Player one tells (or writes down) the total (or product) and shows other two dice.
- The other players have to work out what the missing number is.

Variations:

- You could use 2 dice and add or multiply.
- You could use 4 dice.



Multiplication Madness Game Board

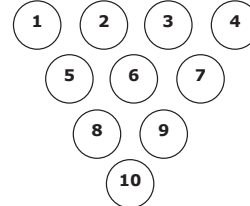
A game for 2 players

1	2	3	4	5
6	8	9	10	12
15	16	18	20	24
25	27	30	32	36
40	45	48	50	54
60	64	72	75	80
90	96	100	108	120
125	144	150	180	216

Rules: You will need three 1 - 6 dice and 20 counters each. (Use a different colour each)

Takes turns to roll all 3 dice. Find the product of the 3 numbers and cover the number on the game board. If it is already covered miss a turn or if it is your opponent's counter you could play replace their counter with yours. (Decide which rule you one playing before you start the game.) First player to get four counters in a row is the winner.

Bowl a Fact



Bridges 1

Place your dominos in the boxes to make the bridges for these additions.

27 + =

34 + =

38 + =

24 + =

48 + =

55 + =

37 + =

30 + =

45 + =

50 + =

56 + =

42 + =