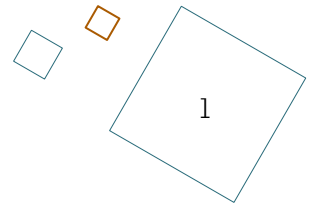




WizeFloor

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Numeracy Case Study (Year 4)

By Sophie, Ipswich, Year 4 Teacher

I used the WizeFloor with my Year 4 class and decided to focus on specific areas of learning within the Numeracy programme – times tables, number pairs to 50 and 100 and then regular and irregular shapes. The class size is 25 and I took the whole class in to work on the WizeFloor activities. For some of the activities it may have been better to have worked with a smaller group, perhaps 15 or thereabouts.



We used a variety of the WizeFloor apps to target these areas of learning. Firstly we used the 'Balloons' activity to create some times tables games where the children had to burst balloons which were multiples of 3, 4, 5 etc. We were able to work on multiples up to 10 with timed games in which the children had to burst all the balloons displaying that particular multiple within 30 seconds.

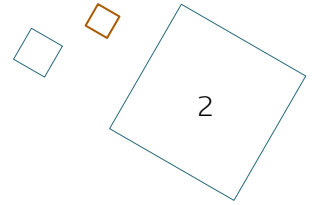
We then worked on number pairs to 50 and a 100. In this activity we used the 'Memory' game template to play games where the children had to turn over pairs of cards to find two which equal the target number e.g. 50 or 100. This activity, whilst successful, may have been better with a smaller group and the chance for the teacher to direct the activity rather more and to intervene with questions about the card they needed to find to make the target number.

The third focus was on regular and irregular shapes and here we used both the 'Memory' game and the 'Paper Lines' activity. In the former the game focused on identifying properties of shapes and matching the properties to the correct shape e.g.



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matching a 'A shape with 3 equal sized angles and three equal length sides' with 'equilateral triangle'. In the second game it was about identifying shapes, which had properties in common, and grouping them together e.g. putting together a regular pentagon with three other 5-sided irregular shapes.



"My class absolutely love the WizeFloor and want to take part in all the activities. They love the general concept and the fact they have never used anything like it before."

They definitely prefer the very active games such as 'Categories' and 'Balloons' but also like using the 'Memory' games. I used the math games because I find them very accessible in terms of doing quick number games but I have also used the phonics games, which are wonderful for my lower attaining children.

Here are some of the children's responses:

Regular and irregular shapes

'Good because it has made me learn about them and counting the sides' Jack R

'Would have been better with more shapes, especially irregular ones' – Leo

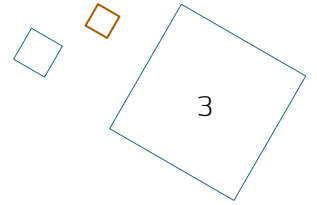
Shape Grouping

'It's fun, but I think it could be harder, maybe with 10 and 11 sided shapes' Luke



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Matching card games

'Need more cards so lots of us can play' Taylor Y

Can you make a 100?

'Fun! But can we have bigger numbers?' – Ben

'Good- I had to use my maths to work it out' – Samuel

