



S.H.P.S YuMi NEWSLETTER

YuMi Deadly Maths is the framework we use to teach mathematics at our school...

Did you know that many adults say they disliked maths when they were at school?

At Sunshine Harvester we aim to create a generation of learners that are equipped to solve any maths problem, anytime, anywhere.

Do you associate your memories of maths with dreary work sheets and text books?

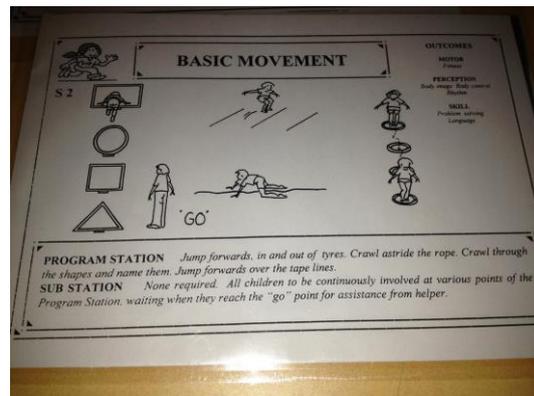
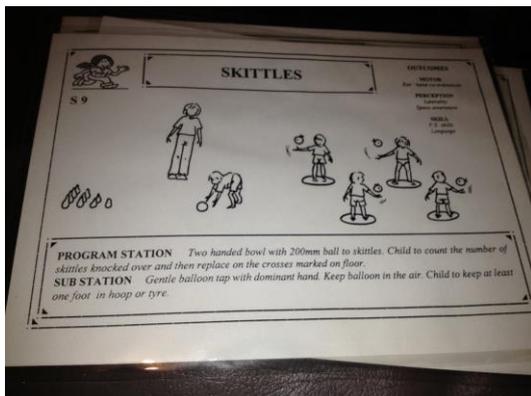
Our YuMi Deadly Maths program provides students from P - 6 with the highest level of maths understanding through participation in real life, hands on activities.

YuMi First Steps

This term 20 prep students have begun their YuMi First Steps journey. They have been actively participating in a range of mathematical activities that are presented to them through the lens of physical activity. The program aims to assist students to make connections between mathematical concepts and everyday activities that they enjoy doing.

I Like to Move It, Move It!

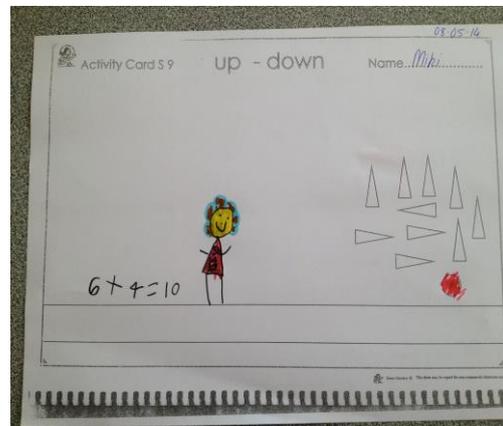
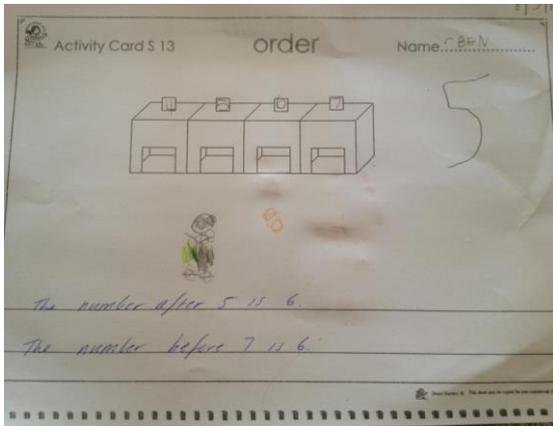
The reality for a five year old child is movement; Climbing, catching, throwing and crawling. You can support your child by pointing out numeracy concepts whilst they are completing natural movements and participating in casual play.



Abstract activities such as playing at the playground and bouncing the basketball all provide ample opportunities for you to discuss shapes, counting patterns, length and time. By making these connections with your child you are assisting them to see numeracy as part of their everyday lives as opposed to something they are forced to learn.



An added component of our First Steps program is the opportunity for the students to record their experiences. The children are encouraged to draw, write and reflect on the mathematical concepts explored throughout the week. This practise assists the children to advance beyond their informal, intuitive mathematics to the formal concepts and symbolism of maths.



Sort the Street

An investigation you can do with your child is 'Sort the Street'.

- Explore the houses and separate them based on odd and even numbers.
- Categorise the houses based on the colour of the front door or the number of windows.
- How many red cars are there? How many tyres is that altogether?
- What is the sum of the numberplate?
- How many different 2D and 3D shapes can we find and name?
- Collect leaves from the path and order from shortest to longest.
- Search for rocks and order them from lightest to heaviest.
- How long does it take to walk around the block?