

TRIAL MATERIAL WORK IN PROGRESS

Differentiated plans for Years 5 & 6 for **Algebra**

Ian Lowe, MAV Professional Officer, 2006

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THIS WILL QUALIFY YOU
FOR AN IMPROVED VERSION
WHEN AVAILABLE

Materials are recommendations only; suitable substitutions may be made.

MAV materials may be bought from www.mav.vic.edu.au/shop

Download the Curriculum Corporation catalogue from

http://www.curriculum.edu.au/catalogue/downloads/pc2007_pages39-54.pdf

and look at pages 48 and 49.

For Learning Federation materials (Learning Objects),
check out 'Digital Learning Resources' on your laptop, or download them from the new education
website www.education.vic.gov.au/studentlearning/teachingresources/elearning/digilearn.htm

Differentiated plans for Years 5 & 6

Algebra

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Algebra concepts and skills are the language of higher mathematics. They start through developing ideas of number pattern, from Standard 3. The basic idea is the use of symbols to represent generalisations of patterns. So extra effort is required to create a rich learning environment that can help children to understand and to achieve at their own level. This topic can be given 3 weeks in Years 5 and 6.

This set of units – one per semester for Years 5 & 6 – could achieve this goal. It matches the specifications for VELS, but recognises that there will be a wide spread of achievement in each class. So children are differentiated into working groups by need, for some of the time only. There may be more than one group at any Standard, or some Standards may need to be combined. Plan a stimulating set of activities for homework review, such as Interactive Learning spreadsheets.

It also balances the *toolbox* requirements – concepts and skills – with the need to learn to apply those tools in *problem solving* situations. Hence there are whole class lessons (often from Maths300 or RIME) punctuating the toolbox development, at regular intervals. These are on the same topic, but do not attempt to mesh with the work done by each 'standard' group. They ensure that *Working Mathematically* is always part of the learning process, integrated into each dimension.

The mix of activities will provide a stimulating and rich learning environment, with students learning from and helping one another. Connections between topics will be made and reinforced, and the variety of learning styles will accommodate learners with different needs.

How does it work?

In Years 5 and 6 it is assumed that children will be working anywhere from Standard 2 to Standard 5. Probably most will be working on Standards 3 or 4.

At regular intervals whole class lessons are taught to 'mixed ability' groups.

Between these are cycles of a fixed pattern of lessons. In Years 5 and 6, the cycle has three parts: teaching, worksheet or games, computer use.

On any day all are taking place in the same classroom, so only a fraction of the resources are needed. But the cycle also works for the students: they follow the pattern – teaching, worksheet, (problem solving) and computer. As a consequence, teaching is to a different group each day in a regular pattern. Teaching will be for a concentrated 20 minutes or so, and then the teacher will supervise the rest of the class. Instructions on the board will inform the other groups of what they are to do. Encourage students to help each other.

What resources are needed?

Access to 4 or 5 computers daily is expected. Computer pods or laptop trolleys might be the best solution. Membership of Maths300 is a requirement; many schools have membership – here is how to use it.

The pages in the resources are listed for each day's lesson, but are summarised here. Sources are: MAV (Mathematical Association of Victoria), CC (Curriculum Corporation), LF (Learning Federation).

- *Teaching*: Maths Continuum (DoE), People count (MAV)
- *Worksheets*: Active Learning 1 (N&A), Active Learning 2 (N&A) (both MAV),
- *Computer*: Interactive Learning (MAV), Learning Objects (LF)
- *Problem solving*: Maths300 (CC), Problem Solving Task Centre (CC), RIME (MAV), RIME 5&6 (MAV)

How could it be adapted to different situations?

If your class does not have the range predicted, or you cannot manage three or four groups, you should adapt by ignoring columns. You may substitute other learning tasks at any time. If you run out of time, leave stuff out. In this rich environment you will be surprised how much is learned outside the 'planned' activities.

How do I assess the learning?

At the end of the tables are sets of questions based on *understanding* at each VELS standard that will allow you to place children into groups and monitor progress at selected times. However your observations, digital photographs and copies of children's work will be more useful than any external 'test'.

Year 5 Semester 1

	Yr 5 sem 1 Std 3 group(s)	Towards Std 4 group(s)	Towards Std 5 group(s)
1	Maths300 #75 Walking With Children 1 of 6		
2	Teach Number patterns - describe and extend People count #83 Continuum 4.0 Rules for sequences	Problem Solving Task Centre 0 Learning to Write a Report, 51 Staircase, 82 Snail Trail, 108 How Many Squares? 18 Ice-cream Flavours, 137 Training For Maths, 141 Flags From A Ship, 145 Land Of ET, 149 A Stacking Problem, 183 Pizza Toppings, 188 Arithmagons 1, 221 Triangles & Colours	Computer Interactive Learning Graph stories, Walking, Filling bottles, One-day cricket, Table tennis, Tennis, Learning Objects Musical number patterns, Hopper, Circus Tower, Bridge-builder,
3	Worksheet / games Active Learning 2 (N&A) Quickmaths Algebra A-J	Teach Recursive rules in words People count #82 Continuum 4.0 Rules for sequences Active Learning 1 (N&A) A4 Match puzzles,	Problem Solving Task Centre 8 Addition Totals, 11 Lining Up, 38 The Mushroom Hunt, 45 Eric The Sheep, 65 Shape Algebra, 71 Algebra Through Geometry, 111 Square Numbers, 140 Time For Tiling, 147 Garden Beds, 152 Painted Rods, 154 Four-Arm Shapes, 159 Mirror Patterns 2, 166 Sphinx, 173 Crossing The River 1, 178 Match Triangles, 179 Unseen Triangles, 181 Pointy Fences, 220 Smooth Edge Tiles
4	Maths300 #75 Walking With Children 2 of 6		
5	Computer Interactive Learning One-day cricket, Table tennis, Tennis Learning Objects Musical number patterns, Monster choir	Worksheet / hands-on Active Learning 1 (N&A) A5 Adding neighbour numbers Active Learning 2 (N&A) Quickmaths Algebra A-M	Teach Linear functions in words, tables and graphs People count #83, 85, 87 Continuum 4.5 Structure of algebraic expressions Active Learning 2 (N&A) Quickmaths Algebra Q-T Active Learning 1 (N&A) A6 Formulas and patterns in tables,
6	Problem Solving Task Centre 0 Learning to Write a Report, 2 Cars In A Garage, 5 Make A Snake, 10 Find My Pattern, 27 Can Stack, 28 Plate Triangles, 44 Latin Squares, 48 How Many Triangles? 86 Thirty-one, 102 Crazy Animals,	Computer Interactive Learning Match shapes, Learning Objects Musical number patterns, Hopper, Circus Tower, Bridge-builder	Worksheet / hands-on Active Learning 1 (N&A) A1 Arranging trapezium tables Active Learning 2 (N&A) A1, A2, A3
7	Maths300 #75 Walking With Children 3 of 6		
8	Teach Number sentences – form and complete People count #86	Problem Solving Task Centre See Std 4 lesson 2	Computer Interactive Learning Finding a linear rule, Match shapes, Recursion graphs, Learning Objects Mobile phones, Lifting loads, Bridge builder
9	Worksheet / games Active Learning 2 (N&A) Quickmaths Algebra N-P	Teach Form and solve equations (symbols)	Problem Solving Task Centre See Std 5 lesson 3

	Yr 5 sem 1 Std 3 group(s)	Towards Std 4 group(s)	Towards Std 5 group(s)
		People count #86 Continuum 4.5 Structure of algebraic expressions Active Learning 1 (N&A) A26 More puzzles,	
10	Maths300 #75 Walking With Children 4 of 6		
11	Computer Interactive Learning Think-number puzzles, Three-circles puzzle, Learning Objects Musical number patterns, Monster choir, Bridge-builder,	Worksheet / hands-on Active Learning 1 (N&A) A25 Pyramid puzzles Active Learning 2 (N&A) Quickmaths Algebra N-P, U-X	Teach Linear functions – symbols & equations (backtracking) People count #86 Continuum 5.0 Manipulating symbols RIME (Algebra) A7 Backtracking
12	Problem Solving Task Centre 2 Cars In A Garage, 5 Make A Snake, 10 Find My Pattern, 27 Can Stack, 28 Plate Triangles, 44 Latin Squares, 48 How Many Triangles? 86 Thirty-one, 102 Crazy Animals,	Computer Interactive Learning Guess and check, Learning Objects Musical number patterns, Hopper, Circus Tower, Bridge builder	Worksheet / hands-on Active Learning A25 Pyramid puzzles Active Learning 2 (N&A) Quickmaths Algebra U-X, EE, FF, A5 Matchstick patterns
13	Maths300 #75 Walking With Children 5 of 6		
14	Teach number patterns & equations People count #86 Continuum 4.0 Rules for sequences A1 Arranging trapezium tables,	Problem Solving Task Centre See Std 4 lesson 2	Computer Interactive Learning Formula guessing, Graph guessing, Backtracking, Learning Objects Mobile phones, Lifting loads, Bridge builder, Triathlon,
15	Worksheet / hands-on Active Learning 1 (N&A) A2 Tiling patterns Active Learning 2 (N&A) Quickmaths Algebra K-I,	Teach informal graphs People count #85 Active Learning 1 (N&A) A9 Football graphs,	Problem Solving Task Centre See Std 5 lesson 3
16	Maths300 #75 Walking With Children 6 of 6		

Year 5 Semester 2

	Yr 5 sem 2 Std 3 group(s)	Towards Std 4 group(s)	Towards Std 5 group(s)
1	Maths300 #39 Painted rods		
2	Teach Informal graphs People count #85 Active Learning 1 (N&A) A9 Football graphs,	Problem Solving Task Centre 51 Staircase, 82 Snail Trail, 108 How Many Squares? 118 Ice- cream Flavours, 137 Training For Maths, 141 Flags From A Ship, 145 Land Of ET, 149 A Stacking Problem, 183 Pizza Toppings, 188 Arithmagons 1, 221 Triangles & Colours	Computer Interactive Learning Graph stories, Walking, Filling bottles Learning Objects Filling glasses, Mobile Phones, Triathlon
3	Worksheet / hands-on Active Learning 1 (N&A) A10 Growth graphs,	Teach Informal graphs People count #85 Active Learning 1 (N&A) A9 Football graphs,	Problem Solving Task Centre 8 Addition Totals, 11 Lining Up, 38 The Mushroom Hunt, 45 Eric The Sheep, 65 Shape Algebra, 71 Algebra Through Geometry, 111 Square Numbers, 140 Time For Tiling, 147 Garden Beds, 152 Painted Rods, 154 Four-Arm Shapes, 159 Mirror Patterns 2, 166 Sphinx, 173 Crossing The River 1, 178 Match Triangles, 179 Unseen Triangles, 181 Pointy Fences, 220 Smooth Edge Tiles
4	Maths300 #39 Painted rods		
5	Computer Interactive Learning Graph stories, Walking, Filling bottles Learning Objects Filling glasses, Mobile Phones, Triathlon	Worksheet / hands-on Active learning 1 (N&A) A10 Growth graphs Active Learning 2 (N&A)	Teach Linear functions in symbols, tables and graphs People count #87 Active Learning 1 (N&A) A2 Tiling patterns,
6	Problem Solving Task Centre 2 Cars In A Garage, 5 Make A Snake, 10 Find My Pattern, 27 Can Stack, 28 Plate Triangles, 44 Latin Squares, 48 How Many Triangles? 86 Thirty-one, 102 Crazy Animals,	Computer Interactive Learning Graph stories, Walking, Filling bottles Learning Objects Filling glasses, Mobile Phones, Triathlon	Worksheet / hands-on Active learning 1 (N&A) A3 Remainder patterns Active Learning 2 (N&A) Quickmaths Algebra Y-BB, A5 matchstick patterns
7	MCTP p195 Bingo bodies (1 of 2)		
8	Teach Solve simple equations by trial and error People count #86	Problem Solving Task Centre See Std 4 lesson 2	Computer Interactive Learning Formula guessing, Graph guessing
9	Worksheet / games Active Learning 2 (N&A) Quickmaths Algebra N-P, U-X	Teach Formulas in words People count #82 Active Learning 2 (N&A) Quickmaths Algebra I-M	Problem Solving Task Centre See Std 5 lesson 3
10	MCTP p195 Bingo bodies (2 of 2)		
11	Computer Interactive Learning	Worksheet / hands-on Active Learning 1 (N&A)	Teach Solving equations by

11	<p>Computer</p> <p>Interactive Learning Guess and check,</p> <p>Learning Objects Squirt, Hopper</p>	<p>Worksheet / hands-on</p> <p>Active Learning 1 (N&A) A35 Odds, evens and powers of 2, A27 Walking and running</p>	<p>Teach</p> <p>Solving equations by backtracking</p> <p>People count #86</p> <p>Continuum 4.5 Structure of algebraic expressions</p> <p>Active Learning 1 (N&A) A25 Pyramid puzzles,</p>
12	<p>Problem Solving Task Centre</p> <p>2 Cars In A Garage, 5 Make A Snake, 10 Find My Pattern, 27 Can Stack, 28 Plate Triangles, 44 Latin Squares, 48 How Many Triangles? 86 Thirty-one, 102 Crazy Animals,</p>	<p>Computer</p> <p>Interactive Learning Finding a linear rule, Formula guessing, Graph guessing,</p> <p>Learning Objects Squirt, Hopper</p>	<p>Worksheet / hands-on</p> <p>Active Learning 1 (N&A) A26 More puzzles</p>
13	<p>Maths300 #21 Lining Up (1 of 2)</p>		
14	<p>Teach</p> <p>Number patterns</p> <p>People count #83</p> <p>Active Learning 1 (N&A) A1 Arranging trapezium tables,</p>	<p>Problem Solving Task Centre</p> <p>See Std 4 lesson 2</p>	<p>Computer</p> <p>Interactive Learning Backtracking, Equations by program,</p> <p>Learning Objects Squirt, Hopper</p>
15	<p>Worksheet / hands-on</p> <p>Active Learning 1 (N&A) A3 Remainder patterns,</p> <p>Active Learning 2 (N&A) Quickmaths Algebra CC-DD</p>	<p>Teach solving equations by trial and error</p> <p>People count #86</p> <p>Active Learning 1 (N&A) A25 Pyramid puzzles,</p> <p>Active Learning 2 (N&A)</p>	<p>Problem Solving Task Centre</p> <p>See Std 5 lesson 3</p>

Year 6 Semester 1

	Yr 6 Sem 1 Std 3 group(s)	Towards Std 4 group(s)	Towards Std 5 group(s)
1	Maths300 #117 Colour spots on a number line (1 of 4)		
2	Teach Number patterns - describe and extend People count #83 Active Learning 1 (N&A) A4 Match puzzles,	Problem Solving Task Centre 51 Staircase, 82 Snail Trail, 108 How Many Squares? 118 Ice-cream Flavours, 137 Training For Maths, 141 Flags From A Ship, 145 Land Of ET, 149 A Stacking Problem, 183 Pizza Toppings, 188 Arithmagons 1, 221 Triangles & Colours	Computer Interactive Learning Step size – lines, Step size – curves, Square numbers, Triangle numbers Learning Objects Mobile phones, Lifting loads, Bridge builder
3	Worksheet / hands-on Active Learning 1 (N&A) A15 Stretching a rubber band Active Learning 2 (N&A) Quickmaths Algebra H-J	Teach Recursive rules in words People count #82 Continuum 4.0 Rules for sequences	Problem Solving Task Centre 8 Addition Totals, 11 Lining Up, 38 The Mushroom Hunt, 45 Eric The Sheep, 65 Shape Algebra, 71 Algebra Through Geometry, 111 Square Numbers, 140 Time For Tiling, 147 Garden Beds, 152 Painted Rods, 154 Four-Arm Shapes, 159 Mirror Patterns 2, 166 Sphinx, 173 Crossing The River 1, 178 Match Triangles, 179 Unseen Triangles, 181 Pointy Fences, 220 Smooth Edge Tiles
4	Maths300 #117 Colour spots on a number line (2 of 4)		
5	Computer Interactive Learning Tickets, Step size – lines Learning Objects Musical number patterns, Hopper, Circus Tower, Bridge builder	Worksheet / games Active Learning 2 (N&A) Quickmaths Algebra A-M	Teach Linear functions in symbols, tables and graphs People count #87 Continuum 4.25 Meaning of letters in algebra 4.5 Structure of algebraic expressions Active Learning 1 (N&A) A8 Picture patterns,
6	Problem Solving Task Centre 2 Cars In A Garage, 5 Make A Snake, 10 Find My Pattern, 27 Can Stack, 28 Plate Triangles, 44 Latin Squares, 48 How Many Triangles? 86 Thirty-one, 102 Crazy Animals,	Computer Interactive Learning Step size – lines, Square numbers, Match shapes, Recursion graphs Learning Objects Musical number patterns, Hopper, Circus Tower, Bridge builder	Worksheet / hands-on Active Learning 1 (N&A) A21 Borders of triangles,
7	Maths300 #117 Colour spots on a number line (3 of 4)		
8	Teach Number sentences – form in words and complete People count #86 Active Learning 1 (N&A) A23 The three circles puzzle,	Problem Solving Task Centre See Std 4 lesson 2	Computer Interactive Learning Think-number puzzles, Three-circles puzzle, Match shapes, Recursion graphs, Learning Objects Mobile phones, Lifting loads, Bridge builder
9	Worksheet / hands-on Active Learning 1 (N&A) A25 Pyramid puzzles	Teach forming and solving equations (intro to symbols) People count #86	Problem Solving Task Centre See Std 5 lesson 3

	Yr 6 Sem 1 Std 3 group(s)	Towards Std 4 group(s)	Towards Std 5 group(s)
	Active Learning 2 (N&A) Quickmaths Algebra U-X	Continuum 4.25 Meaning of letters in algebra 4.5 Structure of algebraic expressions Active Learning 1 (N&A) A23 The three circles puzzle	
10	Maths300 #117 Colour spots on a number line (4 of 4)		
11	Computer Interactive Learning Think-number puzzles, Three-circles puzzle, Learning Objects Squirt, Hopper	Worksheet / hands-on Active Learning 1 (N&A) A24 Solving with graphs Active Learning 2 (N&A) Quickmaths Algebra U-X	Teach Linear functions – symbols, graphs & equations People count #87 Continuum 5.25 Conceptual growth for solving equations Active Learning 1 (N&A) A27 Walking and running,
12	Problem Solving Task Centre See Std 3 lesson 6	Computer Interactive Learning Guess and check, Backtracking, Equations by program, Forward and backtracking, Learning Objects Mobile phones, Lifting loads, Bridge builder	Worksheet / hands-on Active Learning 1 (N&A) A22 Match rectangles Active Learning 2 (N&A) Quickmaths Algebra Y-BB, A1, A2, A3
13	MCTP p277 Think of a number (1 of 2)		
14	Teach more number patterns & equations People count #86 Continuum 4.0 Rules for sequences Active Learning 1 (N&A) A6 Formulas and patterns in tables,	Problem Solving Task Centre See Std 4 lesson 2	Computer Interactive Learning Guess and check, Backtracking, Equations by program, Forward and backtracking, Learning Objects Mobile phones, Lifting loads, Bridge builder
15	Worksheet / hands-on Active Learning 1 (N&A) A26 More puzzles Active Learning 2 (N&A) Quickmaths Algebra A-P	Teach Informal graphs People count #85 Active Learning 1 (N&A) A15 Stretching a rubber band,	Problem Solving Task Centre See Std 5 lesson 3
16	MCTP p277 Think of a number (2 of 2)		

Year 6 Semester 2

	Yr 6 Sem 2 Std 3 group(s)	Towards Std 4 group(s)	Towards Std 5 group(s)
1	Maths300 #57 Crazy Animals (1 of 2)		
2	<p align="center">Teach</p> <p align="center">Number patterns - describe and extend</p> <p align="center">People count #83</p> <p align="center">Continuum 4.0 Rules for sequences</p> <p align="center">Active Learning 1 (N&A) A7 Walking the line,</p>	<p align="center">Problem Solving Task Centre</p> <p>51 Staircase, 82 Snail Trail, 108 How Many Squares? 118 Ice-cream Flavours, 137 Training For Maths, 141 Flags From A Ship, 145 Land Of ET, 149 A Stacking Problem, 183 Pizza Toppings, 188 Arithmagons 1, 221 Triangles & Colours</p>	<p align="center">Computer</p> <p align="center">Interactive Learning Finding a linear rule, Quadratic graphs, Tickets,</p> <p align="center">Learning Objects Mobile phones, Lifting loads, Bridge builder</p>
3	<p align="center">Worksheet / hands-on</p> <p align="center">Active learning 1 (N&A) A19 Algebra walks</p> <p align="center">Active Learning 2 (N&A) Quickmaths Algebra A-P</p>	<p align="center">Teach</p> <p align="center">Graphing</p> <p align="center">People count #85</p> <p align="center">Active Learning 1 (N&A) A19 Algebra walks</p> <p align="center">Active Learning 2 (N&A) Quickmaths Algebra Y-BB</p>	<p align="center">Problem Solving Task Centre</p> <p>8 Addition Totals, 11 Lining Up, 38 The Mushroom Hunt, 45 Eric The Sheep, 65 Shape Algebra, 71 Algebra Through Geometry, 111 Square Numbers, 140 Time For Tiling, 147 Garden Beds, 152 Painted Rods, 154 Four-Arm Shapes, 159 Mirror Patterns 2, 166 Sphinx, 173 Crossing The River 1, 178 Match Triangles, 179 Unseen Triangles, 181 Pointy Fences, 220 Smooth Edge Tiles</p>
4	Maths300 #57 Crazy Animals (2 of 2)		
5	<p align="center">Computer</p> <p align="center">Interactive Learning Finding a linear rule, Formula guessing, Graph guessing,</p> <p align="center">Learning Objects Musical number patterns</p>	<p align="center">Worksheet / hands-on</p> <p align="center">Active Learning 1 (N&A) A29 A big stretch</p>	<p align="center">Teach</p> <p align="center">Quadratic functions</p> <p align="center">People count #88</p> <p align="center">Active Learning 1 (N&A) A16 Cutting the pie</p> <p align="center">Active Learning 2 (N&A) Quickmaths Algebra Z</p>
6	<p align="center">Problem Solving Task Centre</p> <p>2 Cars In A Garage, 5 Make A Snake, 10 Find My Pattern, 27 Can Stack, 28 Plate Triangles, 44 Latin Squares, 48 How Many Triangles? 86 Thirty-one, 102 Crazy Animals,</p>	<p align="center">Computer</p> <p align="center">Interactive Learning Quadratic graphs, Tickets, Graph guessing,</p> <p align="center">Learning Objects Filling glasses</p>	<p align="center">Worksheet / hands-on</p> <p align="center">Active Learning 1 (N&A) A17 More patterns</p> <p align="center">Active Learning 2 (N&A) A7 Quadratic patterns</p>
7	Maths300 #25 Sphinx (1 of 3)		
8	<p align="center">Teach forming and completing number sentences</p> <p align="center">People count #86</p> <p align="center">Active Learning 1 (N&A) A26 More puzzles</p> <p align="center">Active Learning 2 (N&A) Quickmaths Algebra U-X</p>	<p align="center">Problem Solving Task Centre</p> <p align="center">See Std 4 lesson 2</p>	<p align="center">Computer</p> <p align="center">Interactive Learning Step size – curves, Square numbers, Triangle numbers, Quadratic graphs, Ball toss, Projectiles,</p> <p align="center">Learning Objects Mobile phones, Lifting loads, Bridge builder</p>
9	<p align="center">Worksheet / hands-on</p> <p align="center">Active Learning 1 (N&A) A5 Adding neighbour numbers</p>	<p align="center">Teach</p> <p align="center">Form and solve equations (symbols) by trial and error</p> <p align="center">People count #86</p> <p align="center">Continuum</p>	<p align="center">Problem Solving Task Centre</p> <p align="center">See Std 5 lesson 3</p>

	Yr 6 Sem 2 Std 3 group(s)	Towards Std 4 group(s)	Towards Std 5 group(s)
		4.5 Structure of algebraic expressions Active Learning 2 (N&A) Quickmaths Algebra U-X Active Learning 1 (N&A) A25 Pyramid puzzles	
10	Maths300 #25 Sphinx (2 of 3)		
11	Computer Interactive Learning Match shapes, Guess and check, Backtracking, Learning Objects Musical number patterns	Worksheet / hands-on Active Learning 1 (N&A) A26 More puzzles	Teach Solving linear equations using inverses 'Doing the same to both sides' People count #86 Continuum 5.25 Conceptual growth for solving equations
12	Problem Solving Task Centre See Std 3 lesson 6	Computer Interactive Learning Guess and check, Quadratic graphs, Tickets, Graph guessing, Learning Objects Hopper, Circus Tower	Worksheet / hands-on Active Learning 1 (N&A) A61 Solving equations from graphs,
13	Maths300 #25 Sphinx (3 of 3)		
14	Teach More number patterns & equations People count #86 Continuum 4.0 Rules for sequences Active Learning 1 (N&A) A34 Volume and surface area of prisms Active Learning 2 (N&A) Quickmaths Algebra Q-T	Problem Solving Task Centre See Std 4 lesson 2	Computer Interactive Learning Equivalent equations, Learning Objects Squirt, Hopper
15	Worksheet / hands-on Active Learning 1 (N&A) A8 Picture patterns,	Teach Linear functions People count #87 Continuum 4.5 Structure of algebraic expressions Active Learning 2 (N&A) Quickmaths Algebra Q-T, Y, AA, CC, DD, A1, A2, A3 Active Learning 1 (N&A) A34 Volume and surface area of prisms	Problem Solving Task Centre See Std 5 lesson 3
16	RIME A6 Consecutive numbers		