TEACHER NOTES
MATHS

1 + 1 = 2

MODULE

3

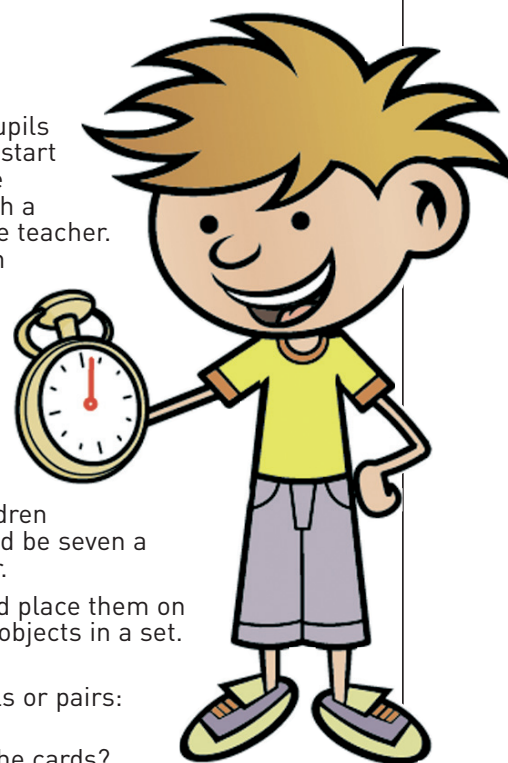TO BE USED IN CONJUNCTION WITH **WORKSHEETS 3A TO 3F**

Strand: Number

Strand Unit: Counting And Numeration.

1. Introduce the pupils to the school GAA jerseys. Bring a number of pupils to the front and put them in numbered jerseys. It would be better to start this activity with four or five shirts until the pupils begin to grasp the challenge, which, in the first instance, is to manipulate and work with a range of numbers in order to achieve the outcome determined by the teacher. Once the selected pupils are kitted out and standing at the front with their numbers visible, the teacher can lead the pupils through a range of tasks according to the ability levels in the group.

   Tasks could include:

   - Put the numbers in order from the lowest to highest.
   - Separate the odd numbers from even numbers.
   - Subtract the smallest number from the largest.

2. Discuss the jersey numbers on GAA jerseys and the number of players on each team. (There are 15 players on adult teams but children at this stage may be more familiar with Go Games teams which could be seven a side.) **Worksheet 3A** allows the pupils to explore this concept further.

3. Select a number of GAA items e.g. hurleys, sliotars, whistles, etc and place them on the children's tables. Ask the pupils to estimate and then count the objects in a set. **Worksheet 3B** allows the children to practice this.

4. Using a set of numeral cards play the following game with individuals or pairs:
   - Select three cards.
   - How many two-digit and three-digit numbers can be made with the cards?
   - Record your result.
   - Put the numbers in order from smallest to largest.
   - What is the total of all the numbers you made?
   - Reshuffle the pack and choose five cards.
   - How many two-digit, three-digit and four-digit numbers can you make with the cards?
   - Record your result.
   - Put the numbers in order from the smallest to the largest.
   - What is the total of all the numbers you made?

Strand Unit: Comparing And Ordering.

1. Distribute sliotars to different children and allow them to compare equivalent and non-equivalent sets 0-20. "I have four sliotars more than you." Use **Worksheet 3C.**

Strand Unit: Operations.

Addition

1. Develop an understanding of addition by combining or partitioning sets. Introduce the concept of goals and points in GAA (the Céim ar Aghaidh DVD from the middle cycle could be used to help).Find out the result of your school team's or local club's last match. How did the teams score their points? How many goals did they score? How many goals and points? Use **Worksheet 3C.**

Subtraction

1. Develop an understanding of subtraction as deducting, as complementing and as difference. "I had five sliotars but I lost two. How many have I left?" Use **Worksheet 3C.**

1 + 1 = 2

3 | MATHS

GAA Grassroots to National Programme (GNP)

Strand: Measures.

Strand Unit: Time.

1. Read time in hours, half-hours and quarter-hours on a 12-hour analogue clock. Record activities which happen at these times. Examine television schedules/match programmes and discuss the timings. Use **Worksheet 3D** to develop the concept further.

Strand Unit: Length.

1. Estimate, compare, measure and record length using non-standard units. How many pencils would be equal to the length of the hurley?
2. Solve and complete practical tasks and problems involving length. Find the height of the tallest pupil? Who would need the longest hurley? (Hurley size at this age is important – a hurley should measure to the child`s wrist bone.)
3. Use **Worksheet 3E** to further explore the concept of length.

Strand: Data

Strand Unit: Representing And Interpreting Data.

1. Sort and classify objects by two and three criteria. Sort helmets according to colour. Sort sliotars according to size. (There are a variety of sliotar sizes for Go Games.)
2. Represent, read and interpret simple block graphs. Use **Worksheet 3F. (Worksheet 1A** encourages integration with Gaeilge where the pupils can complete the graph in Irish.)