



Maths – River H SLD 6th Form

1 - INTENT

In SLD 6th form students work on skills for life which includes working with identifying and exchanging coins for goods, maths in a leisure context, recognising a timeline of events, weights and measures as well as practising and consolidating social skills through desk top board games. Students study ASDAN Awards and AQA Unit Awards throughout the 3 year programme.

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1	AQA Unit Award 41966 WORK IT OUT: MATHS FOR LEISURE		ASDAN Early mathematics: sequencing and sorting		AQA Unit Award 70221 RECOGNISING AND USING SIGNS RELATED TO SHOPS	
Assessment	Co-operation and scoring games with others through: Desktop board games Sports activities (bowling/curling/wii) Video games (online games/wii) AQA Award		With support, following and repeating simple sequences upto three steps. Selecting objects with support and some inconsistencies, by a single criterion (e.g. colour) ASDAN Award/Credits.		Recognising by signing words related to shopping Recognising by reading words related to shopping Recognising coins. AQA Award	
2	ASDAN Understanding what money is used for		AQA Unit Award 108196 MATHEMATICS:TELLING THE TIME		AQA Unit Award 105613 MULTI SENSORY EXPERIENCES IN MATHS	
Assessment	From a range of similar items, select coins and notes. Identify situations where money is handled. Select goods or service and offering money to secure a purchase. ASDAN Award/Credits.		Recognise time using practical objects and flashcards. Relate time to specific events using a storyboard. AQA Award		Differentiating between hot and cold water Identifying simple 2D shape Desktop and computer maths games AQA Award	
3	ASDAN Early Mathematics: Measure		AQA Unit Award 79983 Mathematics: Money and measures (unit 1)			
Assessment	Describing and comparing differences in size, lengths, heights, weights, capacities and volumes between two items where the difference could be marked for example using symbols		Making sets of coins (computer and desktop) Exchanging money for goods (groceries & role play) Playing desktop maths games Recognising big/small AQA Award			



2 - IMPLEMENTATION - can be seen in subject Mid-Term plans

3 - IMPACT

	Autumn	Spring	Summer
Year 1	<ul style="list-style-type: none">• take part in board-type games that involve numbers, on at least three separate occasions• take part in competitive sports activities, on at least three separate occasions, and experience scoring systems• identify the winners and losers while watching a competitive sport on television• take part in computer- or video-games that involve scoring systems, on at least three separate occasions• keep a record of the scores involved with one of the games.• AQA Certificate	<p>Recognise aspects of a sequence. Engage in sorting data by a single criterion. ASDAN Award/Credits.</p>	<ul style="list-style-type: none">• recognise at least ten words related to shops when signed with speech, eg greengrocers, money, to buy• sign at least eight of these words related to shops.• AQA Certificate

SUPPORT – You can support your child’s learning

e.g.
'Equipment
Homework/Extension Tasks