



## Curriculum


# Mathematics

### ★ Introduction

#### Objectives:

1. Stimulate the interest of pupils in the learning of mathematics;
2. Develop pupils' understanding and acquisition of basic mathematical concepts and computational skills;
3. Develop pupils' creativity, and their ability to think, communicate and solve problems;
4. Develop pupils' number sense and spatial sense, and their ability to appreciate patterns and structures of number and shapes;
5. Enhance pupils' lifelong learning abilities through basic mathematical knowledge.

### ★ Activities

Mathematics Booth Games	
Objective	Enhance the students' interest in mathematics.
Form	There will be booth games in the covered playground during recess every two weeks.
Photos	

<b>Math Fun Land</b>	
Objective	<ol style="list-style-type: none"> <li>1. Creating the Mathematics environment for the students.</li> <li>2. Develop students' creativity, and their ability to think and solve problems.</li> </ol>
Form	Each class will get one mathematics question monthly. Students have to solve it in a week.
Photos	

<b>Master of Mathematics &amp; Mathematics Superstar</b>	
Objective	<ol style="list-style-type: none"> <li>1. Encourage students to get excellent results in the examination.</li> <li>2. Encourage students who made great progress in the examination.</li> <li>3. Enhance the students' confidence in learning mathematics.</li> </ol>
Form	Post photos of the outstanding students on the board
Photos	

<b>Olympiad Mathematical Team</b>	
Objective	Offer more chances to enhance students' acquisition of Mathematics, further develop their competencies and skills.
Form	After school training

<b>Olympiad Mathematical Competition</b>	
Objective	Expose students to various learning opportunities and utilize their generic skills.
Form	An open tournament for HK primary students

<b>World Class Tests</b>	
Objective	Encourage students to take up this challenge.
Form	An open competition for P.5, 6 students.