lifeisyellow

Syllabus Outcomes

The workshop covers the following syllabus outcomes.

Source: syllabus.nesa.nsw.edu.au

Mathematics K-10 | Early Stage 1

- Whole Numbers
- Addition and Subtraction
- Multiplication and Division
- Fractions and Decimals
- Patterns and Algebra

MAe-1WM

Describes mathematical situations using everyday language, actions, materials and informal recordings.

MAe-2WM

Uses objects, actions, technology and/or trial and error to explore mathematical problems.

MAe-3WM

Uses concrete materials and/or pictorial representations to support conclusions.

MAe-5NA

Combines, separates and compares collections of objects, describes using everyday language, and records using informal methods.

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Mathematics K-10 | Stage 1

- Whole Numbers
- Addition and Subtraction
- Multiplication and Division
- Fractions and Decimals
- Patterns and Algebra

MA1-1WM

Describes mathematical situations and methods using everyday and some mathematical language, actions, materials, diagrams and symbols.

MA1-2WM

Uses objects, diagrams and technology to explore mathematical problems.

MA1-3WM

Supports conclusions by explaining or demonstrating how answers were obtained.

MA1-5NA

Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.
(The workshop focuses on addition. Subtraction will be covered separately later in the year.)

Syllabus Content

Early Stage 1

Students:

- represent practical situations to model addition
- use numerical representations of numbers
- use concrete materials or fingers to model and solve simple addition problems
- count forwards by ones to add
- use everyday language and contexts to describe the action of addition
- explore the practical value of addition in the real world
- can explain or demonstrate to their teacher how an answer was obtained

Stage 1

Students:

- represent and solve simple addition problems using a range of strategies
- use objects, diagrams and technology to explore mathematical problems
- use the terms 'add', 'plus', 'equals', and 'is equal to' to describe their game activity to the teacher
- use concrete materials to model addition and subtraction problems involving one- and two-digit numbers
- recognise and use the symbols for plus (+), minus (–) and equals (=)
- recognise, recall and record combinations of two numbers that add to 10
- create, record and recognise combinations of two numbers that add to numbers up to and including 9
- create, record and recognise combinations of two numbers that add to numbers from 11 up to and including 20
- use combinations for numbers up to 10 to assist with combinations for numbers beyond 10
- use concrete materials to model the commutative property for addition and apply it to aid the recall of addition facts
- use and record a range of mental strategies to solve addition and subtraction problems involving one- and two-digit numbers
- perform simple calculations with money
- recognise which strategies are more efficient and explain why
- use Probability to anticipate future orders and prepare dishes accordingly, in the later levels

Extra

- Students are introduced to entrepreneurial themes of running your own business
- Experiential learning of operating a multi-faceted system
- Students practice multi-tasking under time pressure
- Experiential learning of handling stress
- Experiential learning of handling failure
- Students practice forward-thinking and estimating in the harder levels as the student must anticipate future orders and prepare dishes accordingly
- Students build interest in the core life skill of cooking
- Experiential learning of the core value of serving others
- Experiential learning of the back-end of a familiar every-day experience - a takeaway shop/restaurant