



Curriculum

Mathematics

★ Introduction


Objectives:

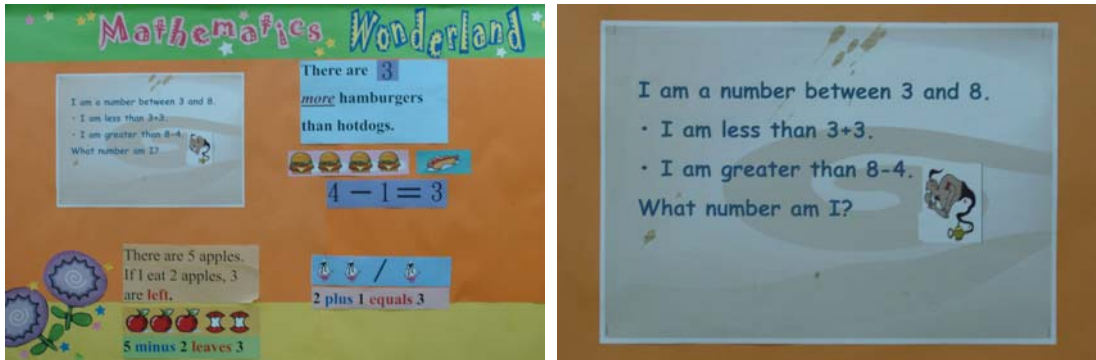
1. Stimulate the interest of pupils in the learning of mathematics;
2. Develop pupils' understanding and acquisition of basic mathematical concepts and computational skills;
3. Develop pupils' creativity, and their ability to think, communicate and solve problems;
4. Develop pupils' number sense and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


Medium:

- P.1-P.4 (Longman New Mathematics) – English
P.5-P.6 (廿一世紀現代數學修訂版) – Cantonese

★ 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	

Math Fun Land	
Objective	1. Creating the Mathematics environment for the students. 2. Develop students' creativity, and their ability to think and solve problems.
Form	Each class will get one mathematics question monthly. Students have to solve it in a week.
Photos	

Master of Mathematics & Mathematics Superstar	
Objective	1. Encourage students to get excellent results in the examination. 2. Encourage students who made great progress in the examination. 3. Enhance the students' confidence in learning mathematics.
Form	Post photos of the outstanding students on the board
Photos	

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

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

Mathematics Exhibition	
Objective	Develop the students' interest in learning mathematics.
Form	Display students' works such as bar charts, 3-dimensional models & board games in covered playground.