

PonePoneMATHS

The whole-class mastery approach that works for every child





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At the heart of **Power Maths** is the belief that all children can achieve. It's built on an exciting growth mindset and problem-solving approach.



Key aims of *Power Maths*



Keeping the whole class progressing together Providing rich problem solving to challenge and engage every child

Practical assessment to reveal misconceptions and inform speedy interventions

Nurturing a growth mindset and building children's confidence in maths



In a nutshell ...



An exciting **whole-class mastery approach** for Reception to Year 6



- Written by **mastery experts** and inspired by best practice from around the world
- Fully recommended by the Department for Education



Created specifically for UK classrooms



Makes maths an adventure and helps build a culture of **excitement and confidence**!



What is mastery?

"Mastering maths means acquiring a deep, long-term, secure and adaptable understanding of the subject" – NCETM

We achieve this by ...

Carefully sequenced, small step learning

Developing mathematical thinking

Building fluency Representation that expose mathematical structures



Growth mindset



Fixed mindset

"I'm not good at maths – I've never been good at maths"

"I give up – I can't make this any better"

"If I fail I am a failure"

"I can't do this – I keep making mistakes"

Growth mindset

"I'm finding maths hard now, but I can improve with time and effort"

"I can improve if I keep trying"

"Most successful people fail along the way"

"Mistakes help me learn"



Meet the growth-mindset characters!







Meet the growth-mindset characters!





Astrid is brave and confident. She is not afraid to make mistakes.

Is there a pattern?

I will share my ideas!

Ash Ash is curious and inquisitive. He loves to explore new concepts













Think together







Models and representations

Part-whole models



Shows how numbers can be split into parts. Helps show the connection between addition and subtraction.

Bar models



Helps show the maths problem as a picture.







Models and representations







2 + 4 = 6



