2: Developing a Multisensory Curriculum

2D: Multisensory Maths

Maths

- Multisensory learning is not just for literacy and to support storytelling, it can support subjects such as Maths too.
- For learners with issues such as dyscalculia, as well as a range of other learning and sensory challenges, multisensory learning is particularly powerful.
- There are a whole host of multisensory strategies, tools and games that can be used to help to support Maths.

Visualising Numbers with Real Objects

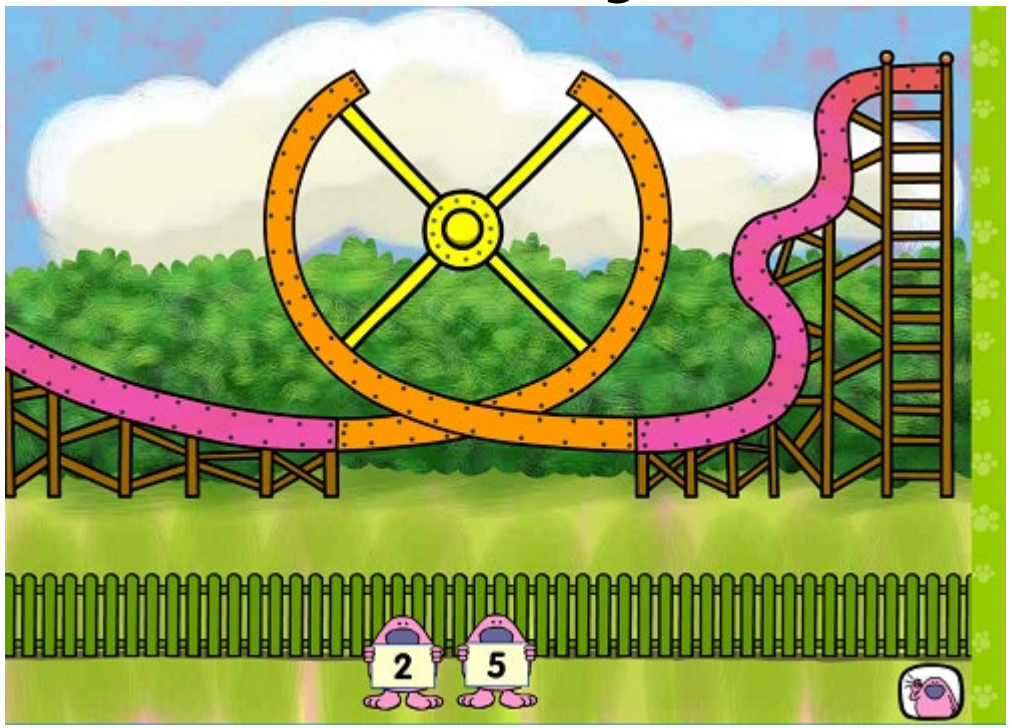
- Using objects such as beads or cereal is a really multisensory way to approach Maths problems.
- For instance, learners can approach addition and subtraction by adding and taking away real objects such as cereal pieces from a group.

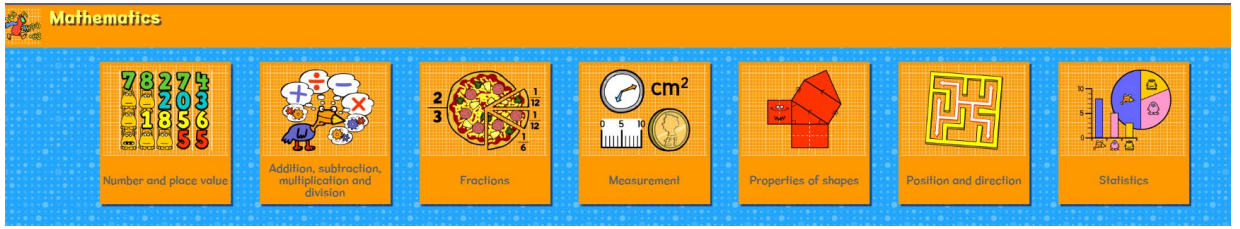
Visualising Numbers with Real Objects

- Building objects e.g. lego can also help learners access Maths e.g. making patterns.
- These objects can also be used to help learners visualise multiplication in real life.
- This helps make Maths problems and concepts concrete rather than abstract which is essential for some learners

Visualising Numbers with Real Objects

- The numeracy tools within LGfL's Busy Things (www.busythings.lgfl.net) can support learners by providing engaging pictorial representation of numbers when using tablets, phones, whiteboards or computers.
- As many of the activities are interactive learners also get some of the benefit of using manipulatives in a concreate way.



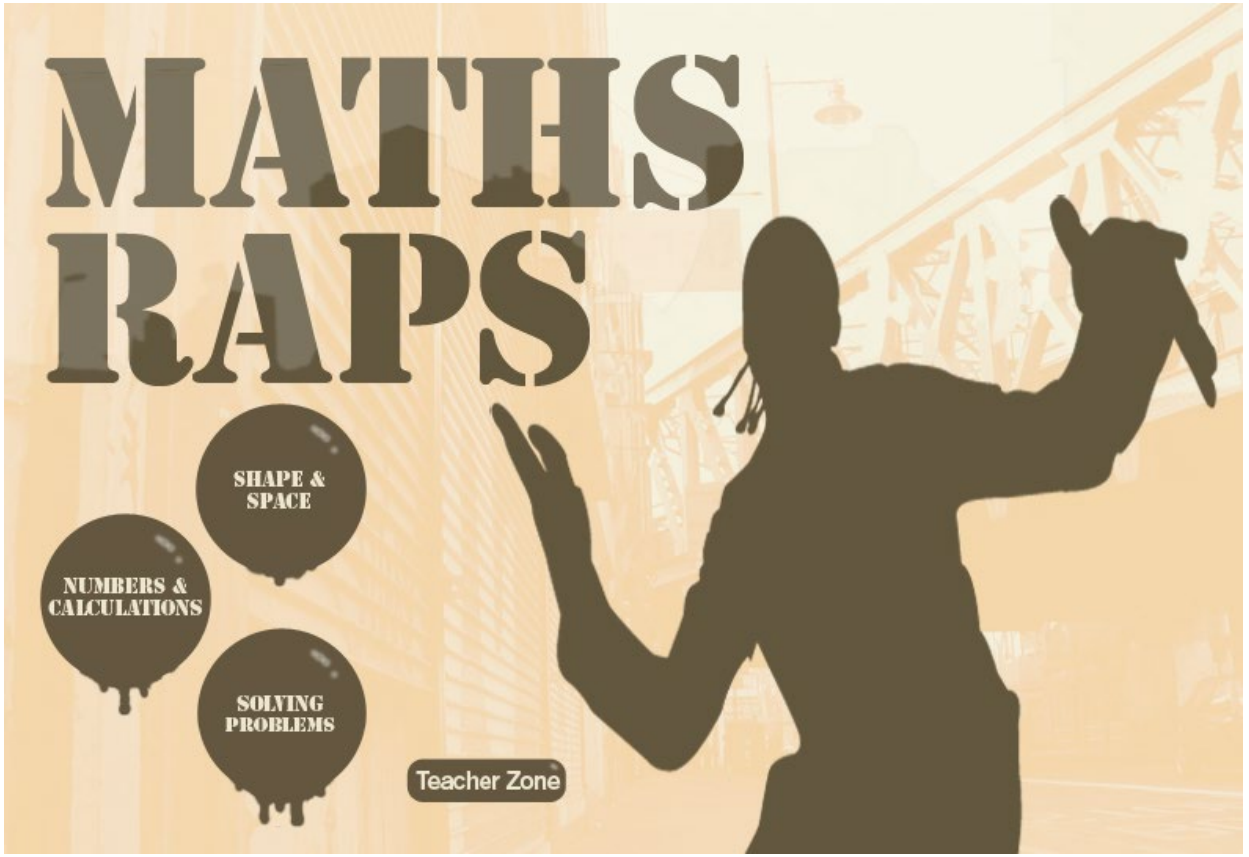


Using Music for Maths

- Some experts say that as well as using real objects, using musical instruments to denote numbers e.g. banging a drum or even tapping hands can help learners connect to numbers and values.

Using Music for Maths

- Children can also use songs and music to help learn mathematical concepts and rules too. Go to www.mathsraps.lgfl.net for some examples to use in class.



Putting Movement Into Maths

- Using movement also helps many learners retain understanding of mathematical concepts.
- Examples include using a ball with numbers written on it which is thrown and caught. The learner does the Maths addition, subtraction, multiplication or division problem with the numbers his/her hands are touching.

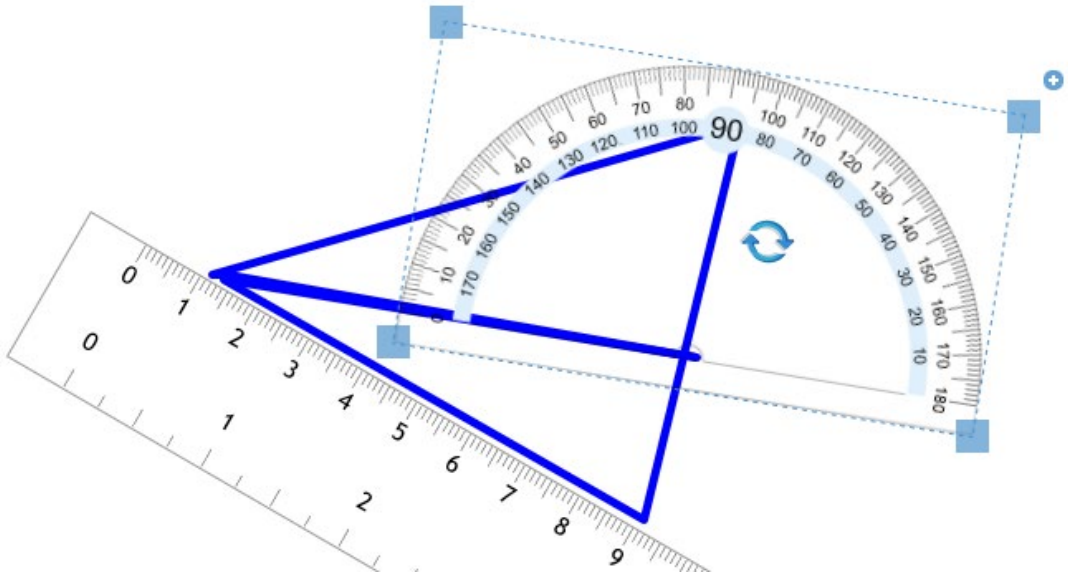
Putting Movement Into Maths

- Working with hula hoops can support with maths problems involving circles
- Learners can also complete jumping activities to support them to solve Maths problems e.g. jumping back and forth over the bench for 2 x table.

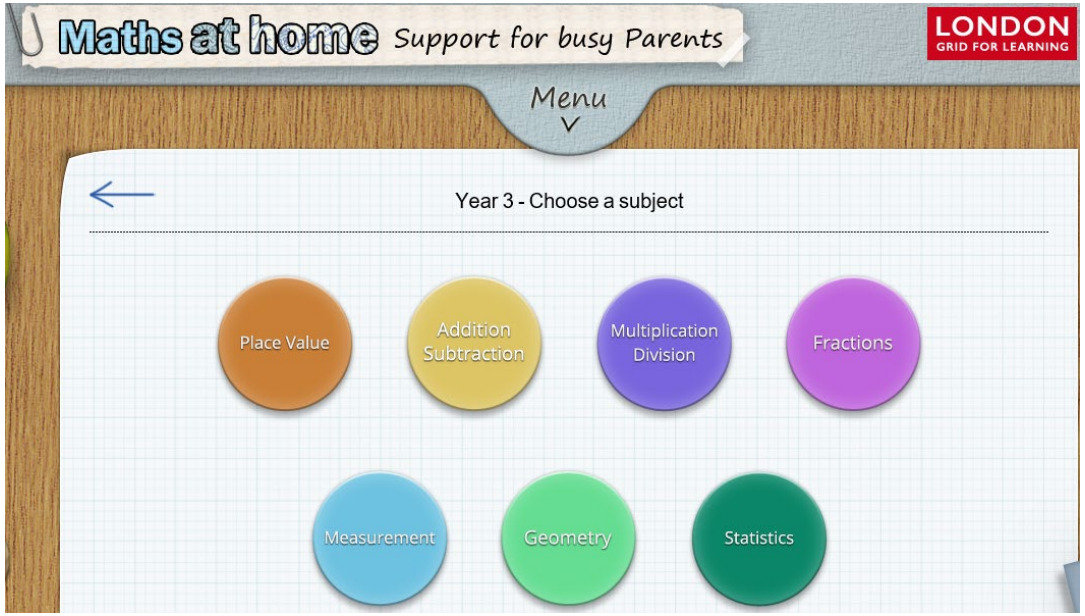
Here are some more Inclusive LGfL resources to support Maths…..

http://www.j2blast.lgfl.net

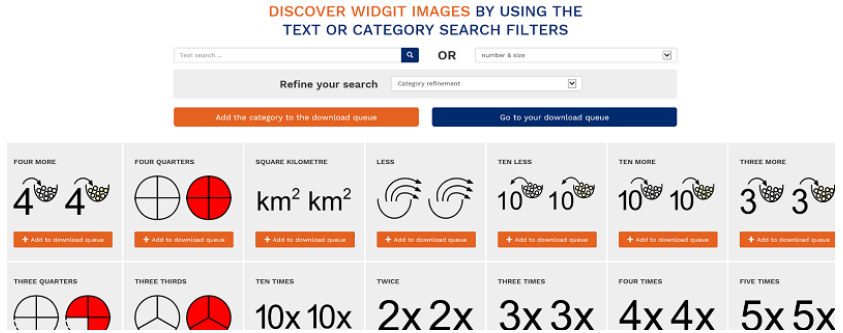
http://www.j2measure.lgfl.net



http://www.mathsathome.lgfl.net



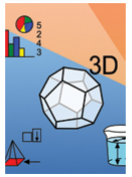
Widgit - http://www.widgit.lgfl.net



Numeracy and Mathematics

Birthday Pack
Birthday themed activities including flashcards, visual discrimination and counting. Party invitiations also included.

Early Counting
Counting number groups, 1-5, 1-10 and 1-20.



Maths Vocabulary Pack
Extensive range of symbol resources to support maths throughout a primary school.

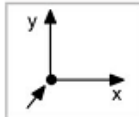
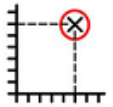
Widgit – http://www.widgit.lgfl.net

Name	Type
EYFS	File folder
Vocabulary by programmes of study	File folder
Year 1	File folder
Year 2	File folder
Year 3	File folder
Year 4	File folder
Year 5	File folder
Year 6	File folder
Glossary	Adobe Acrobat Document
Maths Vocabulary Introduction	Adobe Acrobat Document

Display Flashcards
Pupil Vocabulary Cards
Vocabulary Lists

Name	Type
Y4 - Geometry - Patterns, symmetry...	Adobe Acrobat Document
Y4 - Geometry - Shape	Adobe Acrobat Document
Y4 - Measurement - Length, mass, c...	Adobe Acrobat Document
Y4 - Measurement - Time	Adobe Acrobat Document
Y4 - Number - Calculations	Adobe Acrobat Document
Y4 - Number - Fractions	Adobe Acrobat Document
Y4 - Number - Properties, sequenc...	Adobe Acrobat Document
Y4 - Statistics	Adobe Acrobat Document
Y4 - Total Vocabulary	Adobe Acrobat Document

Y4 Maths Vocabulary - Geometry - Patterns, symmetry and position

	origin
	coordinates
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