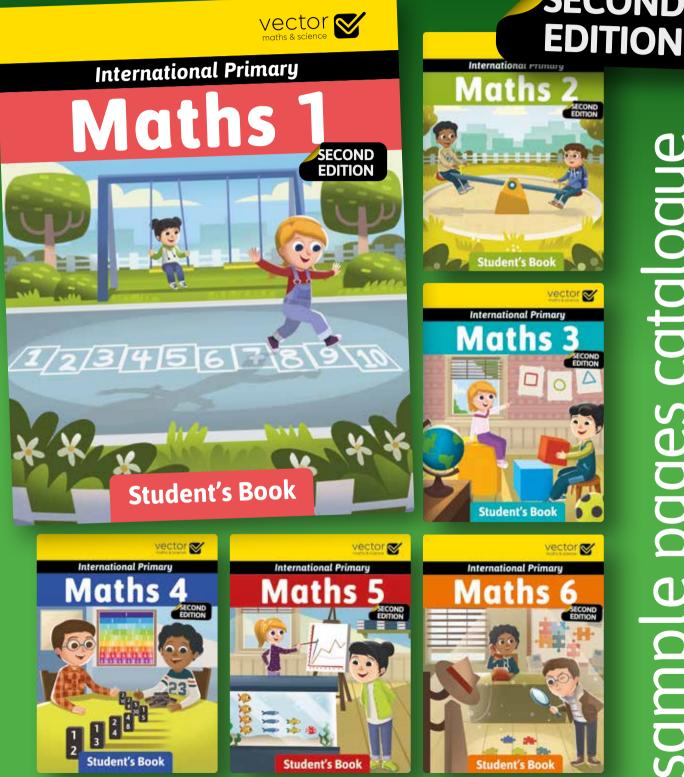


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International Primary Maths SECOND



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International

6 LEVELS



International Primary Maths Second Edition is a pioneering series based on the modern principles of maths teaching, which introduces students to the exciting world of maths. The series aims to captivate students' interest, motivate mathematical investigation and assist students in developing and mastering the skills necessary for success.

International Primary Maths Second Edition is a contemporary six-level series for primary students. Responding to the needs of the 21st century, the course aims to reinforce skills such as critical thinking, problem solving and logical reasoning through a balanced and progressive development of learning objectives. The syllabus is structured in a spiral form to promote a holistic view of maths and to enhance the interconnection between different domains. Each lesson is carefully designed to enable students to gain a deep understanding of core mathematical ideas.







Numbers





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Course features

FOR STUDENTS:

- > Age-appropriate mathematical learning objectives
- > A gradual and spiral development of mathematical knowledge
- > Lessons based on the teaching model of Engage, Explore, Explain, Elaborate and Evaluate (5 Es' Model)
- Simple and comprehensible vocabulary to support EAL (English as an Additional Language) students
- Gradual development of mathematical terminology and literacy
- > Visuals and pictorial representations that facilitate learning
- Stimulating activities that enhance the consolidation of knowledge and reinforce critical thinking and mathematical reasoning skills
- > A special emphasis on the development of problem solving skills
- > Enjoyable games, puzzles, riddles and crosscurricular activities that enhance a positive attitude towards mathematics
- > Review pages at the end of each unit
- > Workbook/Supplementary activities for individual practice
- > Resource Sheets to support understanding of mathematical concepts and processes (provided at the back of the Workbook)
- Glossary with visual representations, age-appropriate definitions and comprehensible examples
- > Modern student-friendly layout with high-quality illustration
- > Extension of mathematical concepts in real-life contexts

FOR TEACHERS:

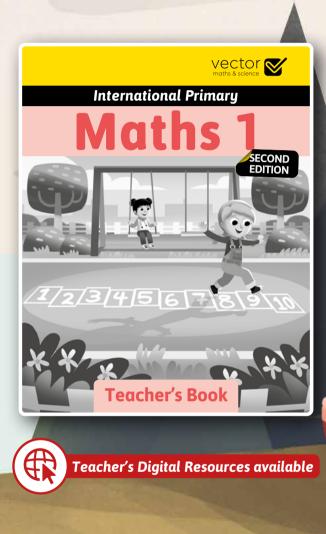
- > Specific learning objectives for each lesson
- > Consistency of the mathematical content throughout the series
- > Unit maps at the beginning of each unit to provide well-organised information about the mathematical content of each lesson as well as students' prior knowledge
- > List of possible common student preconceptions for each lesson
- > Cross-curriculum links
- > Extensive step-by-step lesson plans for all lessons and the review section
- > Thought-provoking questions that involve higher-level thinking to enrich the lesson content and trigger critical thinking
- > Differentiated activities for students of basic or advanced performance
- Brief description of games, riddles, puzzles and cross-curricular activities
- > EAL (English as an Additional Language) support
- Review and Assessment pages for each unit with detailed guidelines on how to approach and carry out each activity
- > Keys provided for all the activities
- > Safety warnings and guidelines
- > Reminders to facilitate the teaching procedure
- > Resources such as Resource Sheets and Worksheets to support comprehension and extension of knowledge available on our website www.vectormsint.com
- Suggested digital activities using age-appropriate and user-friendly applications for coding, geometry, etc. easily accessible with the use of QR codes

Components

FOR STUDENTS



FOR TEACHERS



60

Maths 1 • Contents

UNIT 1

1.1 Find the position	4
1.2 Directions	6
1.3 Describe the position	8
1.4 Numbers 1 to 10	10
1.5 Count to ten	12
1.6 Meet zero	14
1.7 Order numbers up to 10	16
1.8 Difference	18
Review	20

UNIT 2

22
24
26
28
30
32
34
36

UNIT 3

12 34		
----------	--	--

UNIT 3	
3.1 Number pairs for 10	38
3.2 Number pairs for 1 to 9	40
3.3 Play with number pairs	42
3.4 From short to tall and thin to wide	e44
3.5 From light to heavy	48
3.6 From empty to full	50
3.7 Name the 3D shapes	52
3.8 More 3D shapes	54
Review	56

UNIT 4

_ 58
_ 60
_ 62
_64
66
68
_ 70
_ 72
_ 74
76

UNIT 5

5.1 Ordinal numbers	78
5.2 More ordinal numbers	80
5.3 My week!	82
5.4 The months	84
5.5 Make ten to add	
5.6 Let's check!	88
5.7 Coins	90
Review	92

UNIT 6	
6.1 Numbers to 100	94
6.2 More and less by ten	96
6.3 Count in ones and tens	98
6.4 Count in twos	100
6.5 Estimate with 10	102
6.6 Measure length	104
6.7 Measure weight	106
6.8 Measure capacity	108
6.9 Measure temperature	110
Review	112

UNIT 7

UNIT 7	
7.1 Meet the number line	114
7.2 Walk on to add	116
7.3 Equal pairs	118
7.4 Walk back to subtract	120
7.5 Number line and difference	122
7.6 Tell the time	124
7.7 Times in a day	126
7.8 Second, minute and hour	128
Review	132

UNIT 8

UNIT 8	12 🔒 🔽 🔟 😵
8.1 Tens and ones around us	134
8.2 Additions to 100	136
8.3 Find the missing number	138
8.4 More coins	140
8.5 Same total of money	142
8.6 Combinations	144
Review	146
UNIT 9	12 💦 굴 🛄 🛠

12 🕄 🔽 🛄 🔂 🛛 UNIT 9

9.1 Lists and tables	148
9.2 Meet the pictogram	150
9.3 Meet the block graph	152
9.4 Halves	154
9.5 Sharing between 2	156
9.6 Half of a number	158
Review	160
Materials	162
Glossary	166

Contents • Maths 2

UNIT 1

UNI	T1 3		2
1.1	Numbers to 100		4
1.2	Ordinal numbers		6
1.3	Count in ones and tens		8
1.4	Move on the 100 square		10
1.5	Count in twos and fives		12
1.6	Count in groups of 2, 5, or 10		14
1.7	2D shapes		16
1.8	Regular and irregular 2D shapes	S	18
1.9	3D shapes		_ 20
Review	w		_ 22

UNIT 2

12 34				2
----------	--	--	--	---

2.1	Number lines	24
2.2	Round to the nearest ten	26
2.3	Measure length	28
2.4	Measure weight	30
2.5	Measure capacity	32
2.6	Number pairs for 10 and 100	34
2.7	Number pairs for 20	36
2.8	Number pairs for teen numbers	38
2.9	Eyes on patterns	40
Revi	ew	42
		v

UNI	T 3 12 34 A 🛣 🔟 🤤	
3.1		44
3.2	Symmetry in pictures and patterns	46
3.3	Addition with number pairs	48
3.4	Easy ways to add and subtract	50
3.5	Check your answer	52
3.6	Equal or not	54
3.7	Value of money	56
3.8	Days and months	58
3.9	Meet the arrays	60
Revie	w	62

UNI	Т 4	12 34	8 🔽 🔟 🛠	
4.1	Let's estimate!		6	4
4.2	Tens, ones and their digits _		6	6
4.3	Compare and put numbers in	order	6	8
4.4	Add or subtract tens		7	0
4.5	Lists and tally charts		7	2
4.6	Block graphs		7	4
4.7	Pictograms		7	6
4.8	Find the patterns		7	8
4.9	Let's spin the spinner!		8	0
Revie	N		8	2

12 8 🕣 🔟 🛠

UNIT 5

5.1	Add two-digit numbers	86
5.2	Add or subtract near tens	88
5.3	Subtraction and difference	90
5.4	Rulers up!	92
5.5	Scales up!	94
5.6	Vessels up!	96
5.7	Venn diagrams	98
5.8	Carroll diagrams	100
5.9	The circle	102
Revi	ew	104

8 🖌 🔟 12 34 2 **UNIT 6** 6.1 Arrays and multiplication 106 Multiplication by 2 and doubles 108 6.2 6.3 Multiplication by 5 and 10 110 6.4 Sort numbers 112 Make groups to divide 6.5 114 Division with remainders 6.6 116 6.7 Seconds, minutes, hours and more 118 6.8 Read and show the time 120 6.9 Calendar 122 Review 124

UNI	T 7 🚦 🕺 🔂 🔽 🔟	2
7.1	Add more two-digit numbers	126
7.2	Doubles and halves	128
7.3	Add odd and even numbers	130
7.4	Find the total of coins	132
7.5	Find the total of notes	134
7.6	Find the change	136
7.7	Find the missing number	138
7.8	Compare	140
7.9	Addition and subtraction problems	_ 142
Revie	w	144
UNI	T 8	·2€

UNIT 8

8.1	Count in threes	146
8.2	Count in fours	148
8.3	Number sentences and arrays	150
8.4	Multiplication and division problems	152
8.5	Divide and share	154
8.6	Let's compare lengths!	156
8.7	Let's compare weights!	158
8.8	Let's compare capacities!	160
8.9	Let's look at more problems!	162
Revi	ew	164

12 1

UNIT 9

9.1	Play with 2D shapes	166
9.2	Symmetrical pictures	168
9.3	Halves	170
9.4	Quarters	172
9.5	Half of a number	174
9.6	Quarter of a number	176
9.7	It's time to turn	178
9.8	Tell me where to go	180
Revi	iew	182
Materials		184
Glos	sary	188

Maths 3 • Contents

UNIT 1

1.1	Numbers to 1000	4
1.2	1, 10, 100 more or less	6
1.3	Add or subtract multiples of 10 or 100	8
1.4	Number line marked in tens	10
1.5	Number line marked in hundreds	12
1.6	Some new 2D shapes	14
1.7	Symmetry	16
Revie	2W	18

UNIT 2

	11 2	34 🗆 🔺 📖 🦿
2.1	Puzzles	20
2.2	Equivalent or not	22
2.3	Fact families for 100 and 100	024
2.4	Money totals	26
2.5	Units of length	28
2.6	Units of mass	30
2.7	Units of capacity and volum	e 32
2.8	Unit of temperature	34
2.9	Some new 3D shapes	36
2.10	Make 3D shapes from nets _	38
Revie	W	40

12 🔍 🛹 🛄 🖓

UNIT 3

3.1	Doubling and halving	42
3.2	Multiplication and division	44
3.3	Multiplication and division by 2 and 3	46
3.4	Multiplication and division by 5 and 10	48
3.5	Patterns and sorting with multiples	50
3.6	Seconds, minutes, hours and days	52
3.7	Tell the time	54
3.8	Time intervals	58
3.9	Compass points	60
Revi	ew	62
UN	IT 4 12 12 12	

UNIT 4

4.1	Compare numbers	64
4.2	Three-digit numbers in order	66
4.3	Round to the nearest ten or hundred	68
4.4	Estimate range	70
4.5	Multiply a two-digit number by 10	72
4.6	Estimate and measure length	74
4.7	Estimate and measure mass	76
4.8	Estimate and measure capacity and	
	volume	78
Revi	ew	80
	ит б 🛛 🚺 🛃 🛃	
UN	IT 5 34 A 🛣	<u> </u>

UNIT 5

5.1	Known methods to add	82
5.2	Known methods to subtract	84
5.3	Add and subtract with three-digit numbers	86
5.4	Add three-digit and two-digit numbers	88
5.5	Find the total cost	90
5.6	Find the change	92
5.7	Tally charts and frequency tables	94
5.8	Pictograms	96
5.9	Bar charts	98
Revi	ew	100

124 A 🔽 💷 🔂 UNIT 6

UNI	T 6	
6.1	Doubles and halves	102
6.2	Multiplication and division by 4	104
6.3	Multiplication and division by 6	106
6.4	Multiplication and division by 8	108
6.5	Multiplication and division by 9	110
6.6	Multiplication and division with	
	or without remainders	112
6.7	Carroll diagrams	114
6.8	Venn diagrams	116
6.9	Timetables	118
Revie	w	120

UNIT 7

7.1	Fractions and shapes	122
7.2	Equivalent fractions	124
7.3	Mixed numbers	126
7.4	Put fractions and mixed numbers in order	128
7.5	Find the half	130
7.6	Fractions and division	132
7.7	Add and subtract fractions with	
	the same denominator	134
7.8	Find and draw right angles	136
7.9	Compare angles	138
7.10	Find the chance!	140
Revie	2W	142
UN	IT 8	

8.1	Round and order		144
8.2	Two-digit numbers with a	total of 100	146
8.3	Add or subtract two two-d	ligit numbers	148
8.4	More addition and subtrac	ction	150
8.5	More time and puzzles		152
8.6	Length problems		154
8.7	Mass problems		156
8.8	Capacity and volume prob	olems	158
Revi	ew		160
UN	IIT 9		

UNIT 9

9.1	More doubles and halves	162
9.2	Multiply teen numbers	164
9.3	Divide two-digit numbers	166
9.4	Division problems	168
9.5	Money problems	170
9.6	Grids	172
9.7	More grids	174
9.8	Symmetry on a grid	176
9.9	Meet the perimeter and area	178
9.10	Let's draw on a grid!	182
Revie	2W	184
Mate	rials	186
Gloss	ary	190

Contents • Maths 4

UNIT 1

UNIT 1	12 11 🖌 🖌 🛄 👫
1.1 Numbers to 10 000	4
1.2 1, 10, 100, 1000 more or less	6
1.3 Number lines	8
1.4 Addition with small numbers	10
1.5 Add or subtract multiples of 10	, 100, 1000 12
1.6 Venn diagrams	14
1.7 Carroll diagrams	16
1.8 Dot diagrams	18
1.9 Tell the time	20
1.10 Time intervals and timelines _	22
Review	24

UNIT 2

.....

12 34				2
----------	--	--	--	---

2.1 Add two-digit numbers	26
2.2 Subtract two-digit numbers	28
2.3 Add three-digit numbers	30
2.4 Subtract three-digit numbers	32
2.5 Count to find area and perimeter	34
2.6 Length	36
2.7 Mass	
2.8 Capacity and volume	
2.9 Pictograms	42
2.10 Bar charts	44
Review	46
UNIT 3	

UNIT 3

3.1 Multiply and divide by 10 and 100	48
3.2 Multiplication and division	50
3.3 Multiplication and division by 7	52
3.4 Factors	54
3.5 Multiples and patterns	56
3.6 Divisibility rules	60
3.7 Doubles and halves	62
3.8 Multiply two-digit numbers	64
3.9 Multiplication with grids	66
3.10 Compare angles	68
Review	70

UNIT 4 4.1 Numbers to 100 000

4.2 Mental addition	76
4.3 Mental subtraction	78
4.4 Add pairs of three-digit numbers	80
4.5 Subtract pairs of three-digit numbers	82
4.6 Even and odd numbers	84
4.7 Negative numbers	86
4.8 Position and direction on grids	88
Review	90
UNIT 5	2

UNIT 5

5.1 Tenths	92
5.2 Hundredths	94
5.3 Money in decimals	
5.4 Time on 12-hour and 24-hour clocks	98
5.5 Timetables	100
5.6 Calendars	102
5.7 Polygons	104

5.8 Quadrilaterals	106
5.9 Name and estimate angles	108
5.10 Symmetry	110
Review	112
UNIT 6	
6.1 Multiplication and checking	116
6.2 More doubles and halves	118
6.3 Square numbers	120
6.4 Divide two-digit numbers	122
6.5 Subtract to divide	124
6.6 Division and multiplication problems	126
6.7 Area and perimeter	128
6.8 3D shapes	130
6.9 Nets of 3D shapes	132
Review	134

UNIT 7

UNIT 7	
7.1 Equivalent fractions	136
7.2 Compare and order fractions	138
7.3 Sums and differences of fraction	S
with the same denominator	140
7.4 Mixed numbers	142
7.5 Fractions as decimal numbers	144
7.6 Fractions, decimals and mixed n	umbers 146
7.7 More Venn diagrams	148
7.8 More Carroll diagrams	150
7.9 More area and perimeter	152
Review	154

UNIT 8

8.1 Fractions and division	156
8.2 Fractions, shapes and number	s 158
8.3 Percentages	160
8.4 Compare the size	162
8.5 Compare amounts	164
8.6 More length	166
8.7 More mass	168
8.8 More capacity and volume	170
8.9 Measurement problems	172
Review	174

12 1

UNIT 9

74

UNIT 9	
9.1 Number sequences	176
9.2 Negative numbers and sequen	ces 178
9.3 More pictograms	180
9.4 More bar charts	182
9.5 Measure and calculate time	184
9.6 Time problems	186
9.7 More measurement problems	188
9.8 Chance and probability	190
Review	192
Materials	196
Glossary	200

Maths 5 • Contents

UNIT 1

1.1	Numbers to one million	4
1.2	Count on and back in multiples of 10, 100 or 1000	6
1.3	Round and order	
1.4	Multiply and divide by 10 or 100	10
1.5	Sequences and patterns of multiples	12
1.6	Time intervals	14
1.7	Parallel and perpendicular lines	16
1.8	Position with coordinates	18
Rev	iew	20

UNIT 2

12 11 12 UNIT 7

2.1	Add mentally	22
2.2	Subtract mentally	24
2.3	Written methods to add	26
2.4	Written methods to subtract	28
2.5	Types of triangles	30
2.6	Symmetry in shapes	32
2.7	Reflection	34
2.8	Translation	36
	3D shapes and nets	38
Revi	iew	42

UNIT 3

		<u> </u>
3.1	Multiplication facts, square and triangular numbers	_44
3.2	Prime and composite numbers	46
3.3	Multiply mentally	48
3.4	Written methods to multiply	50
3.5	Division of three-digit numbers	52
3.6	Divisibility rules	54
3.7	Calculate perimeter	_ 56
3.8	Calculate area	_ 58
Revi	ew	_ 60

UNIT4

UN	IIT 4 🛛 🔢 🕄 🛣 🛄 🖏	
4.1	Decimals	62
4.2	Round and order decimals	64
4.3	Calculations with decimals	66
4.4	Add decimals	68
4.5	Subtract decimals	70
4.6	Collect data for a survey	72
4.7	Bar line chart	74
4.8	Compare line graphs and dot diagrams	76
4.9	Waffle diagrams and dot diagrams	80
4.10	Bar charts and frequency diagrams	84
Revi	ew	86

UNIT 5

UNIT 5		یر ا ج
5.1	Double and halve	90
5.2	Multiplication methods	92
5.3	More multiplication methods	94
5.4	Multiply pairs of two-digit numbers	_ 96
5.5	Division with grouping	98
5.6	Length measurements	100
5.7	Mass measurements	102
5.8	Capacity measurements	104
Rev	Review	

12 11 21 III 22 UNIT 6



6.1	Positive and negative numbers on the number line	108
6.2	More sequences	110
6.3	Make general statements	112
6.4	Measure and calculate perimeter	114
6.5	Measure and calculate area	116
6.6	Calendars	118
6.7	Time puzzles	120
6.8	Find the mode and the median	122
Revi	ew	126

7.1	More decimals	128
7.2	Equivalent fractions, decimals and percentages	130
7.3	Improper fractions	132
7.4	Divide to find fractions	134
7.5	Find percentages	136
7.6	Sums and differences of fractions	138
7.7	Unit fractions and whole numbers	140
7.8	Sort, estimate and measure angles	142
7.9	Angles that add up to 180°	146
7.10	More triangles	148
Revi	Review	

UNIT 8

8.1	Addition and subtraction	152
8.2	Add more than two three-digit numbers	154
8.3	Double and halve decimals	156
8.4	Multiply decimals	158
8.5	Number puzzles	160
8.6	The BODMAS rule and the laws of arithmetic	162
8.7	Nets of pyramids and prisms	166
8.8	Time	168
8.9	Time around the world	172
Rev	iew	174
UN	NIT 9 12 11 12 11	2

UNIT 9

9.1	Ratio and proportion	176
9.2	Problems with ratio and proportion	178
9.3	Meet the calculator	180
9.4	Problems and puzzles with area and perimeter _	182
9.5	Measurement problems	184
9.6	Rotational and reflective symmetry	186
9.7	Reflection and coordinates	188
9.8	Translation and coordinates	190
Rev	iew	192
Mat	Materials	
Glo	Glossary	

Contents • Maths 6

UNIT 1

UNIT 1	
1.1 Whole numbers up to one million	4
1.2 Round and estimate whole numbers	6
1.3 Sums of whole numbers	8
1.4 Differences between whole numbers	_ 10
1.5 Letters and numbers	_14
1.6 From polygons to quadrilaterals	_ 16
1.7 Plot coordinates in all four quadrants	_ 18
1.8 Reflect 2D shapes	_ 20
1.9 Translate 2D shapes	_ 22
Review	_ 24

UNIT 2

12 12 😭 😭

2.1 Multiples	_ 28
2.2 Common factors, highest common factor and fractions _	30
2.3 Square and cube numbers	32
2.4 Choose a multiplication strategy	34
2.5 Divide two- and three-digit numbers	36
2.6 Even and odd numbers	38
2.7 Describe polyhedra	_ 40
2.8 Explore nets	_ 42
2.9 Units of time	_ 44
2.10 Time intervals	_ 46
Review	_ 48
UNIT 3	یر <mark>ا</mark>

UNIT 3

3.1 Place value and facts for decim	nals50
3.2 Sums of decimals	52
3.3 Differences between decimals	54
3.4 Sequences	56
3.5 More sequences	58
3.6 Estimate and measure angles	60
3.7 Sum of angles in a triangle	62
3.8 Rotate 2D shapes	64
3.9 Length measurement	66
3.10 Perimeter and area	68
Review	70
	12 0 🗩 🖪 🖓
UNIT 4	34 1 2

UNIT 4

4.1 Our number system	72
4.2 More addition	_ 74
4.3 More subtraction	_ 76
4.4 Practice with positive and negative numbers	_ 78
4.5 Differences between positive and negative numbers	_ 80
4.6 Time measurement	82
4.7 Bar charts and pie charts	84
4.8 Line graphs and conversion tables	86
4.9 Scatter graphs	88
4.10 Waffle diagrams and frequency diagrams	90
Review	94

UNIT 5

	5
5.1 Common multiples and factors	98
5.2 Tests of divisibility	100
5.3 More tests of divisibility	102
5.4 Multiply and divide mentally	104
5.5 Written methods for multiplication	106
5.6 Written methods for division	108

5.7 Find the probability of an	event 1	10
5.8 Find mode, median and ro	ange 1'	12
5.9 Types of average	1	14
5.10 Use statistics	1	16
Review	1	18
	12 🔿 🗾 🗔 🥺	

LINIT 4

	S 5
6.1 More about decimals	122
6.2 Multiplication and division by 10, 100 and 1000	124
6.3 More calculations with decimals	126
6.4 Multiply and divide by a two-digit number	128
6.5 Multiplication and division	130
6.6 Length measurement and problems	132
6.7 Mass measurement and problems	134
6.8 Capacity measurement and problems	136
6.9 Perimeter of composite and rectilinear shapes	138
6.10 Area of composite and rectilinear shapes	140
Review	142

UNIT 7

7.1 Whole numbers and decimals _	144
7.2 Addition and subtraction	146
7.3 Multiplication with decimals	148
7.4 Division with decimals	150
7.5 The order of operations	152
7.6 More negative numbers	154
7.7 Explore 2D shapes	156
7.8 Explore 3D shapes	158
7.9 Compound 3D shapes	160
7.10 Make a calendar of the future	162
Review	164

UNIT 8

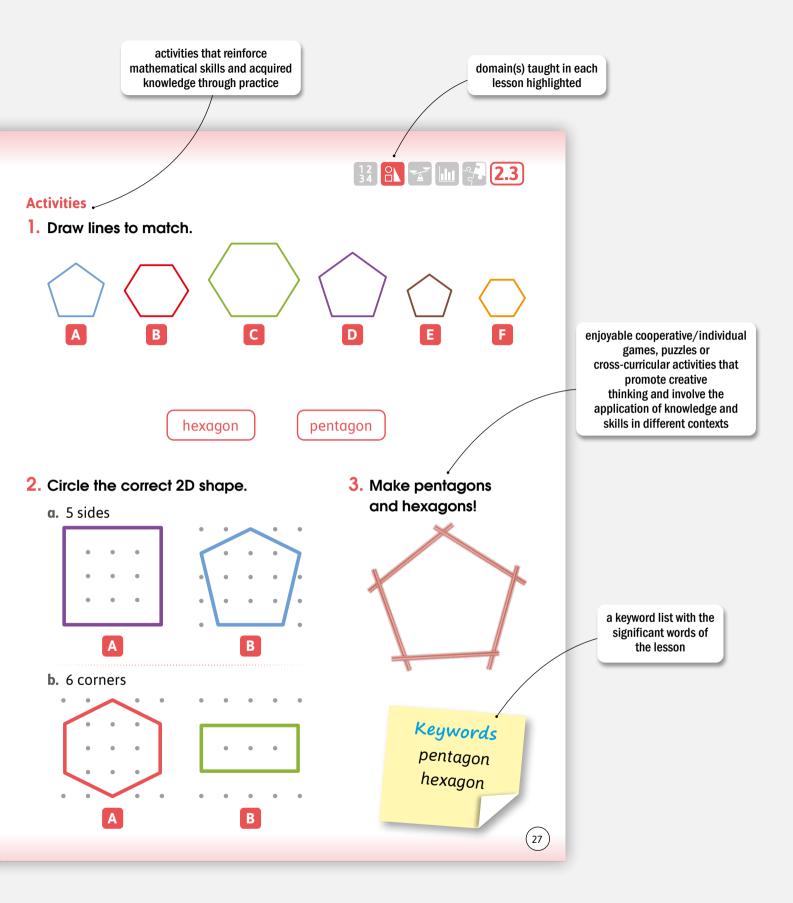
8.1 Improper fractions and mixed numbers	166
8.2 Compare and order fractions and mixed numbers	170
8.3 From fractions to decimals	_ 172
8.4 Division and fractions	174
8.5 Sums and differences of fractions	176
8.6 Proper fractions and whole numbers	178
8.7 Find fractions of a quantity	182
8.8 Draw angles and triangles	184
8.9 Explore angles	186
8.10 Imperial units of measurement	188
Review	190

UNIT 9

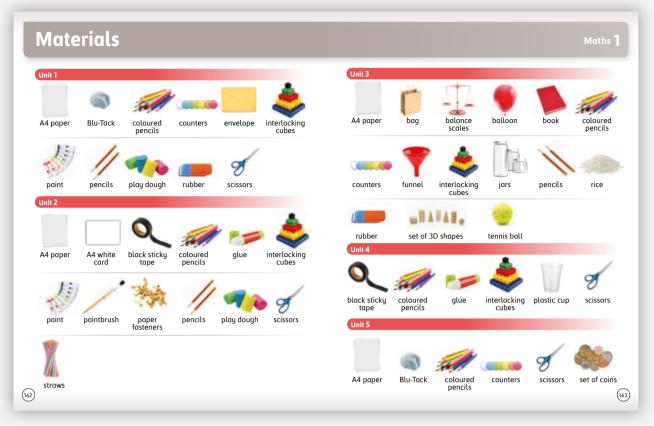
12 8 🖌 🔟 🤧

9.2 Find the percentages 1	96 98
	98
9.3 Ratio and proportion problems 1	
9.4 Probability 2	00
9.5 Perimeters and areas of more shapes 2	04
9.6 Formulas for area and perimeter 2	06
9.7 Circles 2	80
9.8 Drawing a circle 2	210
9.9 Make travel plans 2	212
9.10 Mathematics in the past 2	214
Review2	216
Materials2	20
Glossary2	24





The materials needed for the activities of each unit, accompanied by pictures, are presented at the back of the book.

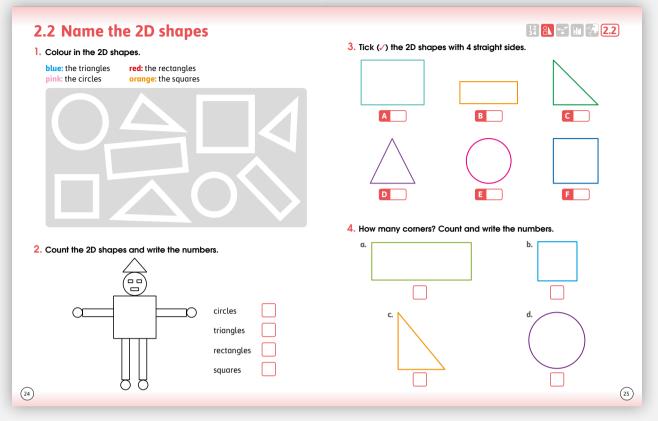


The key mathematical terms presented with comprehensible, age-appropriate definitions or pictures and examples ensure a gradual development of mathematical terminology.

	Iry		
100 square	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	behind	The school is behind the tree.
	81 82 83 84 85 66 87 88 89 90 91 92 93 94 95 66 97 98 99 100	between	
2D shape			The bag is between the table and the chair.
	square triangle rectangle circle pentagon hexagon	bigger (for numbers)	more than e.g. 13 is bigger than 11.
3D shape		biggest	the most
		(for numbers)	e.g. 2, 11, 13, 19 19 is the biggest number.
	cube cuboid sphere cone cylinder pyramid triangular prism	block graph	an organised way to show information using blocks
add	to put numbers or groups of objects together	capacity	how much a container can hold
addition	a number sentence that shows adding e.g. 6 + 3 = 9	Carroll diagram	a way to sort objects into groups by asking 'Yes' or 'No' questions
after		Currott diagram	Red Not red
	The brown boat is after the green boat.		
afternoon	the part of the day between noon and about 6 o'clock		
altogether	how much of something there is after we add all parts		Not car
backwards	in the direction that is behind us		
balance scales	a tool we use to measure how heavy something is	cent	
balanced	when the things placed on the two sides of a pair of scales weigh the same		
before	The yellow boat is before the green boat.		cent coins

Sample page • Maths 1 • Workbook

Practice activities are provided for each lesson of the Student's Book, with a gradually increasing level of difficulty, to reinforce students' understanding of concepts and processes and to help them expand their knowledge. Keys for all the activities of the Workbook are provided in the Workbook Teacher's Edition, which is available at www.vectormsint.com.

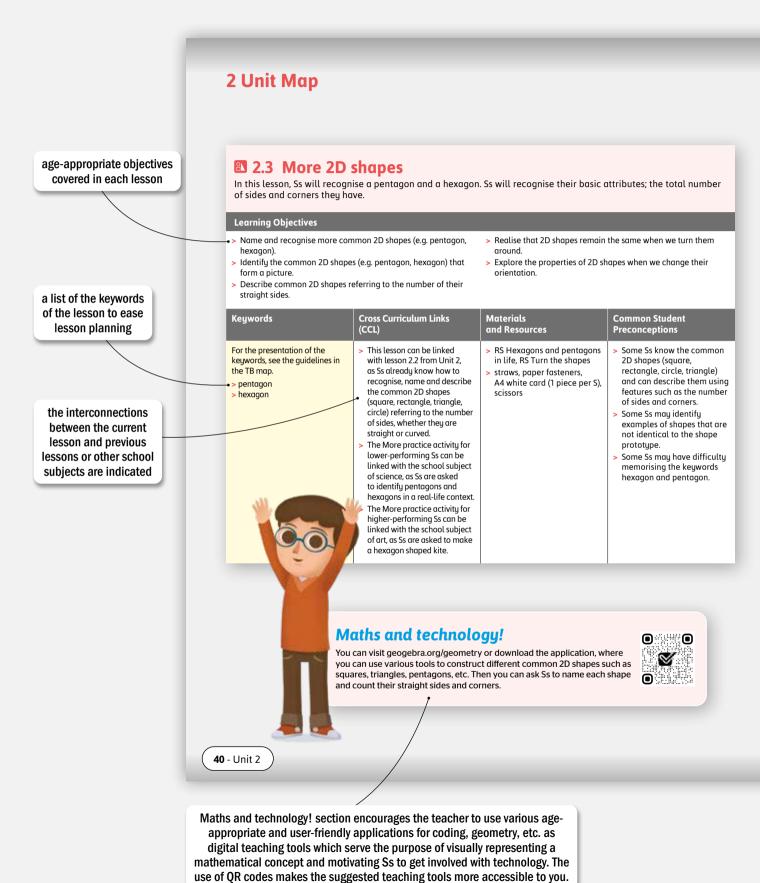


At the back of the Workbook, a set of Resource Sheets is included. Instructions for the use of these Resource Sheets are included in the corresponding lesson plans of the Teacher's Book.

Resou	rce Sh	eet	100 sq	uare					
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Teacher's Book • Maths 1 • Sample page

The first pages of each unit contain a brief introduction of the Unit, an overview of each lesson and supplementary information, which together reveal the structure of the mathematical content in the unit and enable teachers to monitor the progression of knowledge throughout the units.



2 Unit Map 2.4 Symmetrical or not In this lesson, Ss will identify line symmetry through folding paper. Learning Objectives > Explore the concept of line symmetry using folded paper. > Identify line symmetry. > Distinguish symmetrical from non-symmetrical images by > Match the symmetrical parts of a drawing. foldina. Cross Curriculum Links (CCL) Materials and Resources Keywords **Common Student** Preconceptions materials and > Activity 3 can be linked with For the presentation of the > RS Folding > Some Ss may confuse the resources that keywords, see the guidelines in the school subject of art, as Ss > A4 paper (2 piece per S), concept of summetry with the concept of half. students and teachers the TB map. are asked to paint a card. paintbrushes (1 per S), paint Some Ss may think that > symmetrical (1 tube per S), scissors, need throughout the > fold coloured pencils any image that shows two lesson as well as for similar things is symmetrical. > line of symmetry the activities in the More practice section 2.5 Even or odd In this lesson, Ss will recognise and differentiate even and odd numbers according to how objects are paired. **Learning Objectives** > Name the numbers that can be paired as even and the others as > Identify and name even and odd numbers up to 10 (except zero). odd. Keywords **Cross Curriculum Links** Materials **Common Student** (CCL) and Resources Preconceptions a list of students' possible difficulties For the presentation of the > This lesson can be linked > RS Animal cards > Some Ss are familiar with and/or preconceptions keywords, see the guidelines in with lessons 1.4 and 1.5 from pairing through their interlocking cubes, scissors, the TB map. Unit 1, as Ss already know the everyday experience (e.g. to assist the teacher coloured pencils numbers up to 10 and how to pairing their socks). > pair in intervening count up to ten objects. Some Ss may think that a > even pair is a set of two objects appropriately > odd similar to each other. Unit 2 - **41**

2.3 More 2D shapes



an introductory auestion to capture students' interest and motivate them to explore the picture through whole-class discussion

extensive step-by-step guidelines that follow the structure of the Look! section

LESSON PLAN

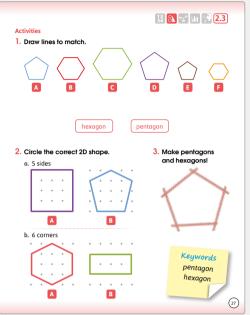
What 2D shapes do you see on the football?

- Draw Ss' attention to the picture and ask them to say what they can see (Alex and Karim, a football, a tree, a kite, a bird house).
- · Draw Ss' attention to Alex and Karim and read the dialogue aloud.
- Ask Ss the introductory question What 2D shapes do vou see on the football?
- Allow Ss some time to think about their answers.
- · Encourage Ss to express their opinions and initiate a short discussion in class.
- Don't correct Ss' answers at this stage of the lesson.

I ook!

- Draw Ss' attention to the Look! section.
- Remind Ss about the 2D shapes that they have already learnt (square, rectangle, triangle, circle). Explain to Ss that today they will learn the names of
- two new 2D shapes: a pentagon and a hexagon. Point out to Ss that a pentagon has 5 straight sides

keys for all the activities of the Student's Book



and 5 corners and that a hexagon has 6 straight sides and 6 corners.

- Explain to Ss that the black parts of the football are the shape of a pentagon and that the white parts of the football are the shape of a hexagon.
- Draw Ss' attention to the picture in the previous section and ask them What is the shape of the kite? (The shape of the kite is a hexagon.), What is the shape of the bird house? (The shape of the bird house is a pentagon.).
- Allow Ss some time to think about their answers.
- · Make sure that Ss answer correctly at this stage of the lesson.

Activities

- 1. A. pentagon B. hexagon C. hexagon D. pentagon E. pentagon F. hexagon
- 2. 🖛 a. B
 - b. A
- 3. Provide Ss with 12 straws.
 - Have Ss make a pentagon and a hexagon using straws.

Unit 2 - **47**

brief instructions for the games, puzzles and/or cross curricular activities (the use of materials is often required)

Sample page • Maths 1 • Teacher's Book

thought-provoking questions that enable students to better explore the mathematical concepts of the lesson and which often require justification

differentiated activities for lower- or higher-performing students, designed to enhance cooperative learning

2.3 More 2D shapes

- Give Ss some time to do the activity.
- Ask Ss How many straws do you need to make a pentagon? (We need 5 straws to make a pentagon.), How many straws do you need to make a hexagon? (We need 6 straws to make a hexagon.).
- Allow Ss some time to think about their answers.

More practice

For lower-performing Ss: CCL: science

- Provide Ss with the RS Hexagons and pentagons in life.
- Have Ss recognise the shape of the object in each picture.
- Give Ss some time to do the activity.
 - A. hexagon B. pentagon

C. hexagon D. pentagon

For higher-performing Ss:

- Provide Ss with the RS Turn the shapes.
- Provide Ss with paper fasteners, a piece of A4 white card and scissors.
- Instruct Ss to cut out the 2D shapes from RS Turn the shapes.

A Safety rules

- > Ss should be careful when using scissors.
- Have Ss use the paper fasteners to fasten all of them on the A4 white card.
- > Ss should be careful when using sharp objects.
- Explain to Ss that before they fasten the 2D shapes they have to decide how to put them on the A4 white card so that they don't cover each other.
- Make sure that Ss have fastened the 2D shapes onto the white card from the middle of the shapes through the black dot.
- Have Ss use their pencils to trace around the shapes.
- Explain to Ss that they have to turn each 2D shape around the paper fasteners and decide whether the shapes change or are still the same.
- Ask Ss Turn the circle. What do you notice? (The circle is always the same while we turn it around.), Turn the square, the pentagon and the rectangle. What is different from turning the circle? Do they always look like they are at the same position?

48 - Unit 2

(The shapes are still the same but they look like we changed their position.).

- Have Ss fit the square to its starting position and mark one of its corners.
- Have Ss turn the square again and stop when the marked corner fits on another corner of the traced shape.
- Ask Ss *What do you notice about the 2D shape?* (When one corner of the square fits on another corner of the traced shape the square looks the same as if we didn't turn it around.).
- Repeat the activity with the pentagon and the rectangle.
- Encourage Ss to express their opinion and initiate a short discussion in class.
- Allow Ss some time to think about their answers.

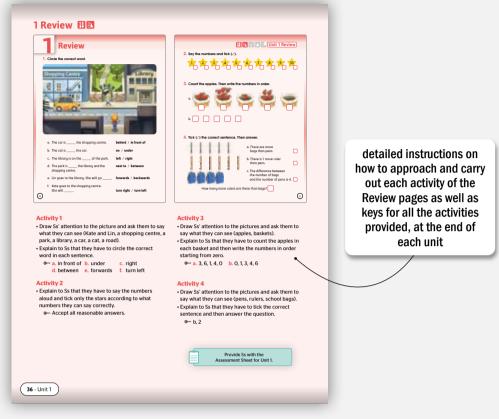
Don't forget to prepare the materials and resources for the next lesson.

reminders to facilitate the teaching procedure

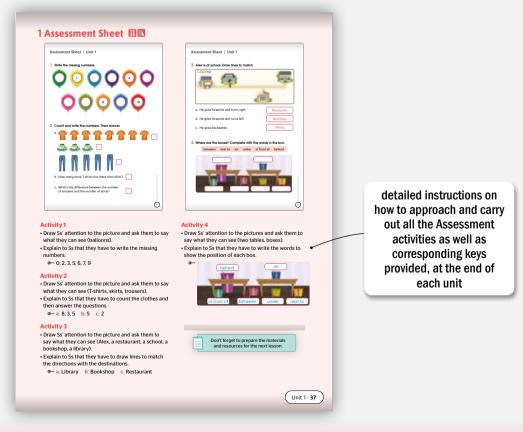
notes focusing on safety issues for the students

Teacher's Book • Maths 1 • Sample page

Review activities, designed to assist students in consolidating their learning and reflecting on their knowledge, are provided at the end of each unit.

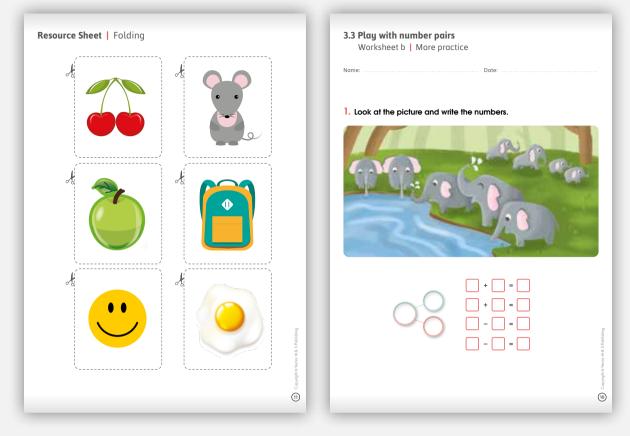


Assessment pages are provided to help teachers assess students' newly acquired knowledge and help students evaluate themselves and improve upon their own performance.



Sample page • Maths 1 • Teacher's Digital Resources

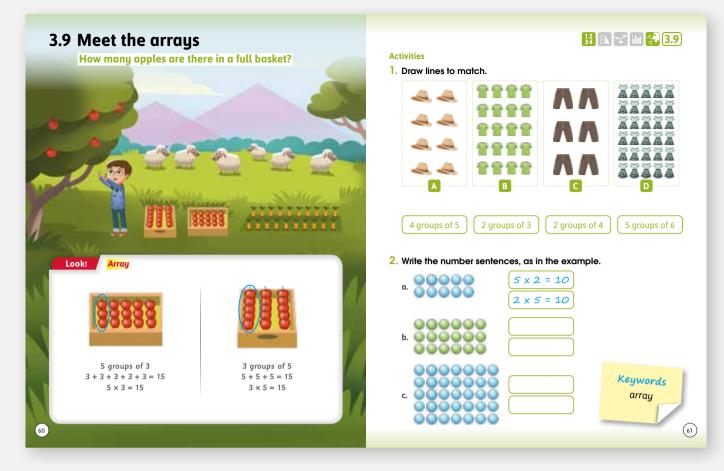
Resource Sheets are provided to support learning comprehension and serve as visual supports for students. Worksheets, for the differentiated activities of the More practice section, are also available to support understanding of the mathematical concepts and processes and serve as a tool for reinforcement or expansion of knowledge.



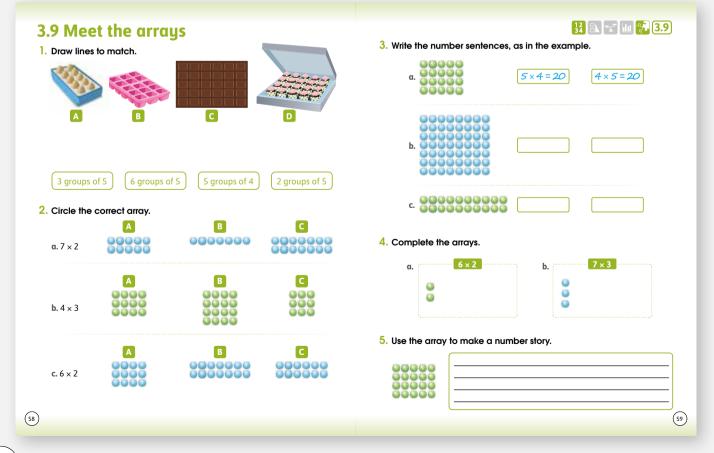
The Interactive Whiteboard has been designed to bring all the components of the series to life and make the learning process interesting for the students.



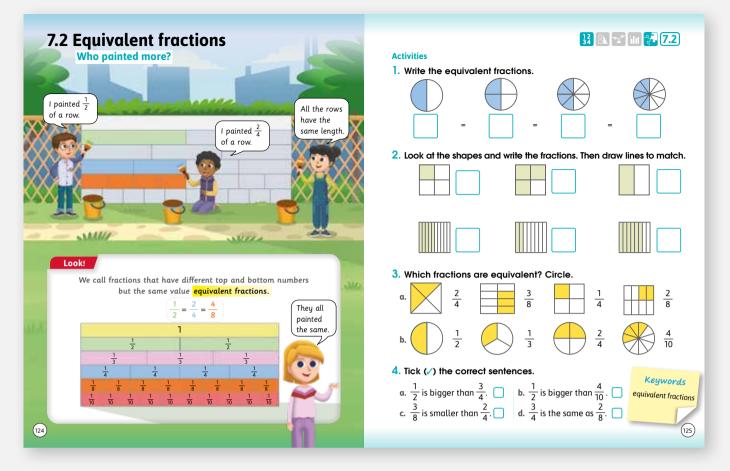
Student's Book • Maths 2 • Sample page



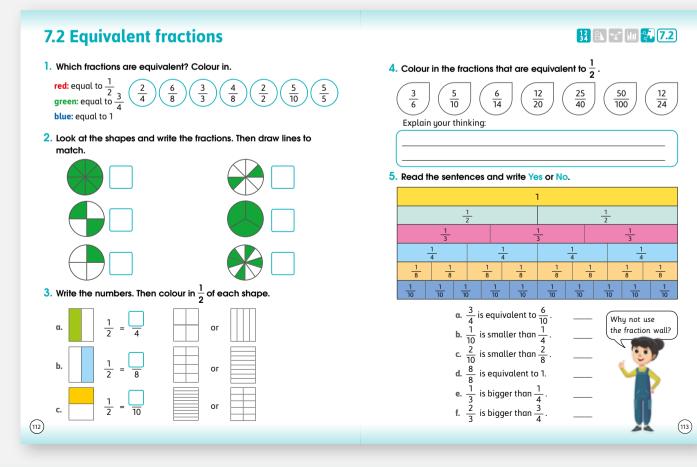
Workbook • Maths 2 • Sample page



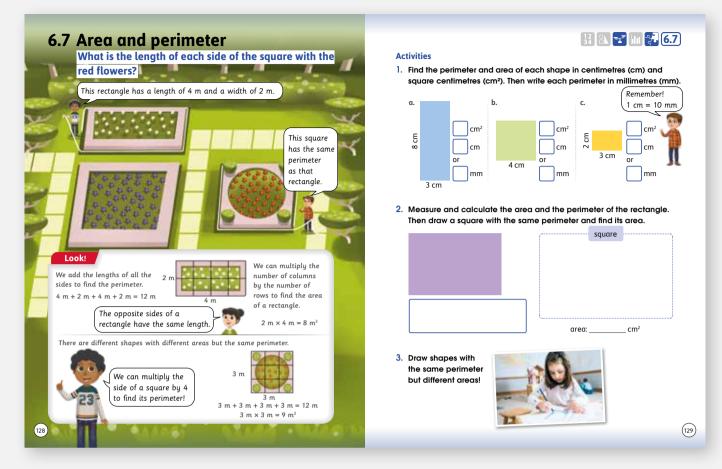
Sample page • Maths 3 • Student's Book



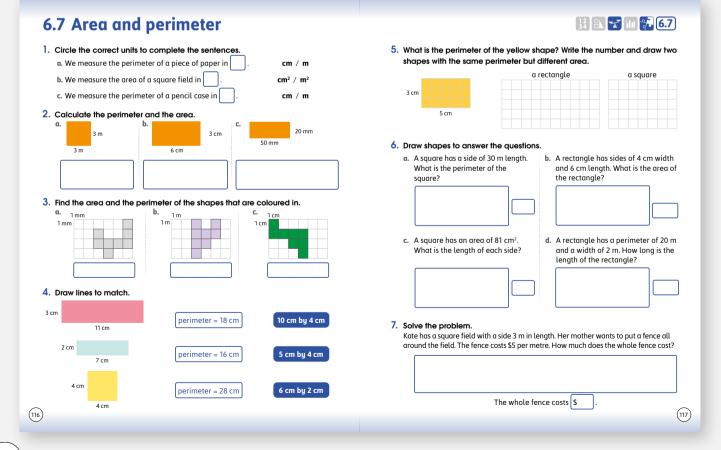
Sample page • Maths 3 • Workbook

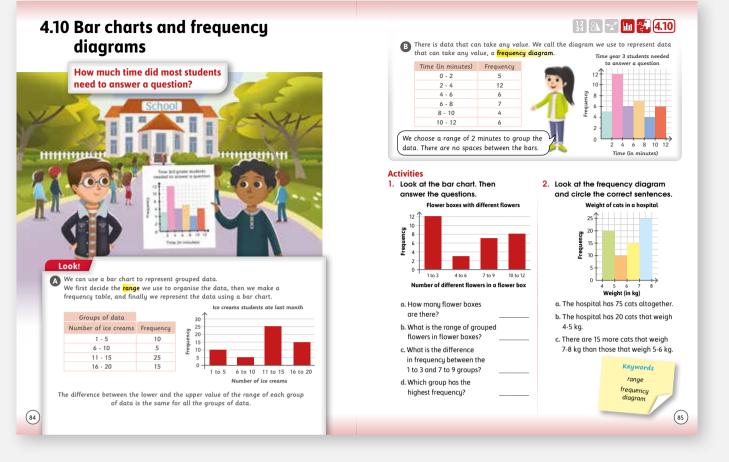


Student's Book • Maths 4 • Sample page



Workbook • Maths 4 • Sample page



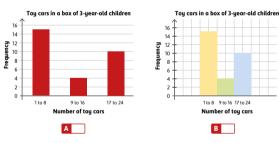


Sample page • Maths 5 • Workbook

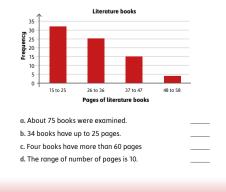
]4 8. 😪 🔟 🔧 4.10

4.10 Bar charts and frequency diagrams

1. Which diagram or chart is correct to represent the data? Tick (\checkmark) .



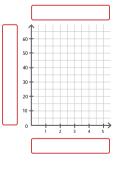
2. Look at the bar chart. Then read the sentences and write Yes or No.



(74)

The frequency table shows the height of 200 trees. Look at the frequency table and make a frequency diagram.

Height (in metres)	Frequency
0 - 1	35
1 - 2	40
2 - 3	20
3 - 4	55
4 - 5	50
	50

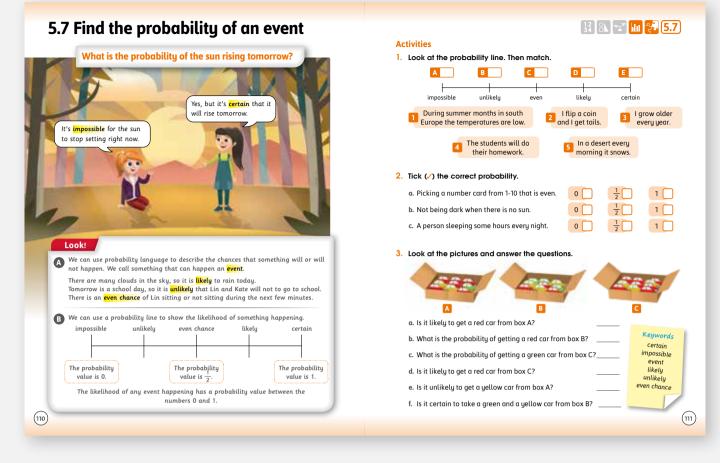


4. The tables show the time that each student needs to go to school. Complete the frequency table and then show the results on the frequency diagram.

Time (in min)	Tally
4 - 6	M M III
6 - 8	ЩЩЩ
8 - 10	W111
10 - 12	Ш
Time (in min)	
Time (in min)	Frequency
4 - 6	Frequency
. ,	Frequency
4 - 6	Frequency



75

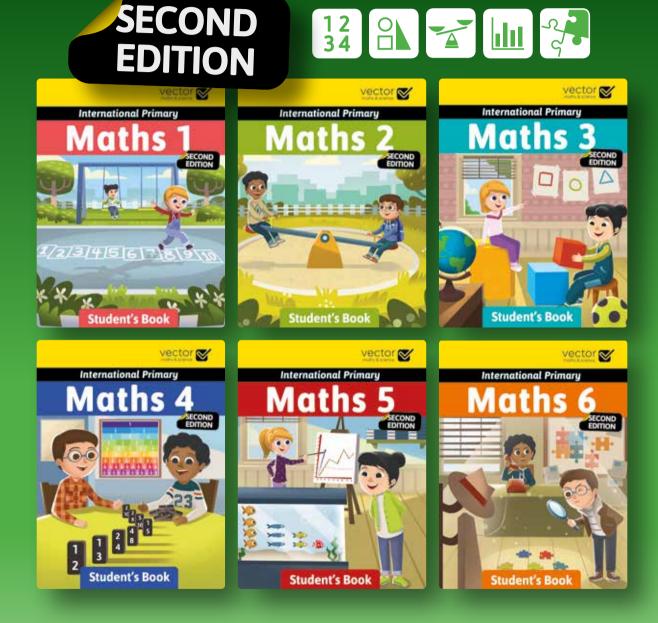


Workbook • Maths 6 • Sample page

1. Complete the sentences with the words in the box.	 The net below is the net of a coloured octahedron. Look at the net and the probability line. Then match.
unlikely likely impossible even certain	
a. At the end of the school year it is that the students will write exams.	
b. There is α(n) chance of picking an odd number from number cards 1-10.	impossible unlikely even likely cer
c. It is that the earth is flat.	
d. It is that we will need a protractor in English class.	1 Tossing the octahedron and it lands on a green face.
e. It is that every year has four seasons.	2 Tossing the octahedron and it lands on a yellow face.
2. Look at the spinner wheels. Then circle the correct answers.	3 Tossing the octahedron and it lands on a blue or a red face.
	4 Tossing the octahedron and it lands on a colour other than red, blue, green and yellow
	5 Tossing the octahedron and it lands on a triangular face.
A B C	5. Read the texts and write the numbers 1 to 3 in the sections of each spinne
a. For which spinner is it certain to land on the colour blue? A / B / C	
b. For which spinner is it impossible to land on the colour yellow? ${\bf A}$ / ${\bf B}$ / ${\bf C}$	a. 🚒 b. 💏
c. For which spinner is it unlikely to land on the colour yellow? A / B / C	The probability The probability
d. For which spinner is it likely but not certain to land on the colour blue? ${\ \ A}$ / ${\ B}$ / ${\ C}$	of spinning '2' is 1. of spinning '3' is $\frac{1}{2}$.
e. For which spinner is there an even chance of landing on the colour red or blue? A / B / C	
	$\mathbf{A}(\mathbf{X}) = \mathbf{A}(\mathbf{X})$
3. Look at the spinner wheel. Then answer the questions.	
a. What is the probability of landing on a multiple of 2?	
b. What is the probability of landing on an odd number?	c. (C. The probability of d. (C. It is unlikely to land on '1'
c. What is the probability of landing on the number 1?	spinning '4' is 0. but it's likely to land on '2'.
d. Is it likely or unlikely to land on the number 7?	



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