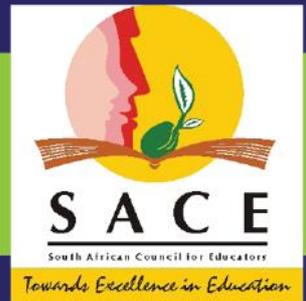


BRAINBOOSTERS

learning is child's play

GR R SACE TRAINING



Rethinking teaching & learning in Early Childhood Development to significantly impact literacy & numeracy



SACE CPTD POINTS

The BrainBoosters Grade R Mathematics LTSM comprises of three 2 ½ hour workshops. Each workshop carries 5 SACE CPTD points. When completing all three workshops, a total of 15 SACE CPTD points is accumulated.

AUDIENCE

This course is suitable for:

- Teachers who are registered with SACE and would like to accumulate CPTD points.
- Teachers who are looking for innovative and easy methods on how to teach Numeracy and Mathematical concepts.
- Heads of Department who would like to refresh their teaching skills and find new teaching methodologies.
- Parents who are looking for tutoring solutions.

OUTCOMES

WORKSHOP 1

1. Educators will extend their knowledge and enhance their teaching practices through an appreciation of the BrainBoosters methodology and approach to the teaching and learning of mathematics in Grade R.
2. Using the BrainBoosters LTSM and board games educators will be able to equip learners with a conceptual knowledge base of numbers through the recognition of quantities and numbers by way of subtilizing.
3. Using the BrainBoosters LTSM teachers will be able to equip learners with a conceptual knowledge-base of numbers by enhancing learner's skills in counting as follows:
 - Count All
 - Count On
 - Count Forwards and Backwards
 - Ordinal Counting
4. Educators will be able to extend learner's conceptual knowledge base of **numbers through number symbol identification and number name recognition** using the BrainBoosters LTSM and games.
5. Educators will be able to extend learner's conceptual knowledge base of **numbers by ordering and comparing quantities** using the BrainBoosters LTSM.

6. Educators will be able to extend learner's conceptual knowledge base of **numbers by ordering and comparing whole numbers** using the BrainBoosters LTSM and games.
7. Educators will be able to extend learner's conceptual knowledge base of **numbers** by using the BrainBoosters resources to solve everyday situations that involve equal sharing and grouping.
8. Educators will be able to extend learner's conceptual knowledge base of **numbers through addition and subtraction of quantities and numbers** using the BrainBoosters LTSM and board games.
9. Educators will be able to extend learner's conceptual knowledge base of **numbers through story sums** using the BrainBoosters methodology and applicable resources.

WORKSHOP 2

1. Using the BrainBoosters LTSM and board games, educators will be able to extend learner's conceptual knowledge base of **money values**.
2. Educators will understand how to use the BrainBoosters LTSM and board games to teach **colours** to Grade R learners.
3. Educators will be able to re-inforce and extend learners' pre-existing knowledge of **patterns** using BrainBoosters' pattern LTSM and games.
4. Building on learner's acquired knowledge of geometric shapes, educators will be able to extend learner's mathematical knowledge base through recognition of **2D shapes**.
5. Building on learner's acquired knowledge of geometric shapes, educators will be able to extend learner's mathematical knowledge base through recognition of **3D geometric objects**.
6. Educators will be able to re-inforce and extend learner's pre-existing knowledge of **space and direction** using BrainBoosters LTSM and board games.
7. Educators will be able to re-inforce and extend learners' pre-existing knowledge of **space and shape to symmetry** using BrainBoosters LTSM. Educators will be equipped to present with a focus on the parents' role in their child's mathematical development.
8. Educators will be equipped to link the Annual Teaching Plan with the BrainBoosters LTSM and DBE workbook exercises.

WORKSHOP 3

1. Educators will be able to build upon learner's knowledge of time by teaching the **days of the week** using the BrainBoosters LTSM.
2. Educators will be able to build upon learner's knowledge of time by teaching the **months of the year** using the BrainBoosters LTSM.
3. Educators will be able to build upon learner's knowledge of time by teaching the **four seasons of the year** using the BrainBoosters LTSM.
4. Educators will be able to extend learners' knowledge of **measuring time in sequence of events or actions** by using the BrainBoosters LTSM.
5. Educators will be able to extend learners' knowledge of **measuring length in non-standard measures** by using the BrainBoosters LTSM.
6. Educators will be able to extend learners' knowledge of **measuring capacity in non-standard measures** by using the BrainBoosters LTSM.
7. Educators will be able to extend learners' knowledge of **measuring mass in non-standard measures** by using the BrainBoosters LTSM.
8. Educators will be able to extend learner's mathematical experiences to the application of the **data handling cycle** using BrainBoosters' graph charts for pictographs together with applicable BrainBoosters LTSM.
9. Building on their professional experience, educators will be able to integrate the BrainBoosters LTSM with existing lesson plans and the annual teacher plan regarding measurement and data handling activities in Grade R.