 Welsh Baccalaureate Scheme of Learning-National

This Scheme of Learning has been designed to be used by teachers and tutors delivering the Welsh Baccalaureate Individual Project from September 2015.

Teaching Block 3 – Numeracy 3

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| Learning Activity | Skills Developed | Resources | Differentiation | LO/Assessment |
| **Starter** – ask the pupils what they understand by the word average.  Do they understand the terms Mean, Median, Mode and Range.    Give each pupil a set of cards.  Ask the pupils to match up the correct terms with the definitions and the method of calculating the answer. | Numeracy -  Methods for analysing data-mean, median, mode and range. | Set of cards with terms definitions and methods. (3.3) | By outcome | LO4 |
| **How many frogs.**  Pupils follow the instructions to see how sample size can affect the result of data analysis | Numeracy -  Methods for analysing data-mean, median, mode. | PPT How many frogs (3.4)  Paper and pens  Calculator |  | LO4 |
| **Haunted house**  The class can log onto the computers  and open ‘haunted house game - averages - student version.pps’  Let them look at the introduction,  then explain that they will be asked a series of questions  and whether they get them right or wrong will affect the outcome of the story.  If they get two questions wrong the game will end (badly!)  and they will need to start again.  Tell the class that for each question,  they need to do a full set of workings and then when they get an answer they are to select the correct button.  When they finish, you can have a look through their workings to make sure they did the activity properly). | Numeracy -  Methods for analysing data-mean, median, mode. | Haunted House Power Point (3.5, 3.6)  Access to ICT | For anyone who finishes quickly,  tell them that if they get one of the earlier questions wrong, they will get a different story,  so they can go back to the start and try to find all the different stories. |  |