

Using the interactive whiteboard in primary mathematics

The interactive whiteboard is an invaluable tool for teaching and learning mathematics. It can be used to demonstrate and model mathematical concepts to the whole class, offering the potential to share children's learning experiences. It gives access to powerful resources - audio, video, images, websites and interactive activities - to discuss, interact with and learn from. *Star Maths Starters* provides 30 quality interactive resources that are easy to set up and use and which help children to improve their mathematical development and thinking skills through their use as short, focused oral and mental starters.

Whiteboard resources and children's learning

There are many reasons why the whiteboard, especially in mathematics, enhances children's learning:

- Using high-quality interactive maths resources will engage children in the process of learning and developing their mathematical thinking skills. Resources such as maths games can create a real sense of theatre in the whole class and promote a real desire to achieve and succeed in a task.
- As mentioned above, the whiteboard can be used to demonstrate some very important mathematical concepts. For example, many teachers find that children understand place value much faster and more thoroughly through using interactive resources on a whiteboard. Similarly, the whiteboard can support children's visualisation of mathematics, especially for 'Shape and Space' activities.
- Although mathematics usually has a correct or incorrect answer, there are often several ways of reaching the same result. The whiteboard allows the teacher to demonstrate methods and encourages children to present and compare their own mental or written methods of calculation.

Using a whiteboard in Year 1

An interactive whiteboard can be used for a variety of purposes in Year 1 mathematics lessons. These include:

- using clipart to demonstrate simple addition and subtraction (for example, moving sheep in and out of a pen);
- using interactive 100-squares to highlight multiples and show number patterns (for example, showing the result of doubling and halving numbers);
- estimating and counting prepared sets of clipart objects - counting from a distance adds an extra degree of challenge to the children, so use the whiteboard tools to highlight sets or patterns to support them as appropriate;
- using clipart or drawing tools to present pictures and patterns using 2D shapes;
- using software programs to collect and organise data and show the results of class surveys in simple block graphs.