

Overview

Within this Madagascar challenge, learners will explore 3 different mathematical concepts. Learners will have the opportunity to:

- arrange animals into categories using Carroll Diagrams
- create Venn Diagrams to show where some animals have similarities and can belong in more than one category
- create Bar Graphs to show values given to 4 different animal attributes

Practitioners may wish to use the additional support materials when exploring the Numeracy and Mathematics Challenges.

These learning opportunities promote links with Modern Languages.



Mathematics experiences and outcomes explored

I can display data in a clear way using a suitable scale, by choosing appropriately from an extended range of tables, charts, diagrams and graphs, making effective use of technology.

MTH 2-21a & MTH 3-21a

Other Curriculum Areas explored:

I can make comparisons and explore connections between spelling patterns in English and the language I am learning.

MLAN 2-11b

Responsibility of all:

I have carried out investigations and surveys, devising and using a variety of methods to gather information and have worked with others to collate, organise and communicate the results in an appropriate way.

MNU 2-20b

Themes across learning:

Sustainable Development

Overview of learning

Possible prior experiences

Discuss with learners the animal species found on the island of Madagascar.

Explain how you can use the information from the previous challenge in a mathematical content.

Demonstrate how Venn Diagrams intersect to accommodate items which belong in more than one set.

Demonstrate the use of Bar Chart creators.

Passport Challenges

Translating animals names and attributes challenge

In this challenge, learners will translate animal names and attributes from French to English, using the strategies which look for cognates (words that are similar to English words).

Carroll diagram challenge

In this challenge, learners will use Carroll diagrams to arrange animals into given categories. They will select categories and create a Carroll diagram which uses the French names for the animals.

Venn diagram challenge

In this challenge, learners will practise using Venn diagrams to arrange animals into more than one category. They will select categories and create a Venn diagram which uses the French names for the animals.

Bar diagram challenge

In this challenge, learners will create a 'Top trump' game using a selection of animals and attributes. They will select attribute values for each animal and then use these to create bar graphs for each of the 4 attributes.

Possible evidence

Discussion
Whiteboard activities
Participation in interactive activities
Carousel activities

Discussion
Carousel activities
Carroll diagram

Discussion
Whiteboard activities
Participation in interactive activities
Venn diagram

Discussion
Whiteboard activities
Participation in interactive activities
Bar graph