

Teaching for mastery lesson design



'Ping Pong': 20 minutes 'Ping Pong' style input consistently interspersed with frequent pupil activity, supported by well-planned slides via SMART notebook or Powerpoint – to build up to the year group objective.

Slides:

- Review of previous learning (No more than 5 minutes)
- Sometimes start with problem/concept cartoon to introduce the learning
- Provide small, coherent steps to support children through the learning so that they are ready for independent work.
- Allow all children the opportunity for depth of knowledge e.g concepts represented in lots of different ways; true or false?; sometimes, always, never?; prove it/convince me.
- CPA approach – resources should aid understanding and not become a tool to calculate.

Example pupil activities:

- Explain it to your partner
- Discuss with your partner and decide on an answer
- True or False
- Always, Sometimes, Never
- Written activity on structured worksheet that supports input (to then be self-marked)
- Whiteboard activity – show me, prove it with a picture.



'Prove It': 20 – 25 minutes of independent work ON THE YEAR GROUP OBJECTIVE – usually self-marked with the children and misconceptions addressed within session:

- Same-day 'intervention' may happen here with children that have struggled to grasp learning of main input and need T support. Role of any additional adults is to keep main group on task or work with SEND children on their specific maths targets.
- All children to complete 'Prove It' task which is the year group objective.
- Children may move onto the 'Push It' task which is a greater depth task.



Dong Nao Ting 'Use your head' – pronounced 'Dong Now Ching'

- An activity that hasn't been taught but children should be able to apply the knowledge they've been taught to solve the problem.

Marking:

- Predominantly self-marking/peer marking with the children in blue pen. Use visualiser or iPad to airserve and share misconceptions.
- CTs to touch base with marking twice every week: next steps are 'push it' challenges, next steps for 'prove it' is the next lesson unless you have some children that always complete 'prove it' successfully and then may be given the 'push it' challenge from that day.

