

App Suggestions for Supporting Mathematics Teaching

The following apps are a selection of those that I have used in Mathematics lessons across the Primary school setting including Early Years. I have included an image of the app along with its name however you should be aware that the image of the app does change from time to time with updates as does the price. The selection of apps is aimed at developing Numeracy skills predominately covering number. Some of these apps are available for both the iPhone and iPad others are only available on the iPad.



Little Monkey Apps Dominoes Addition builds upon early subitising skills and extends this into early addition skills. Dominoes are used to teach basic sums, fill the gap sums and equal sums (equations) using the familiar dot pattern found on dominoes.



Little Monkey Apps Friends of Ten is an activity to be used in the early years of schooling to introduce an early understanding of numbers to ten, counting objects to ten, subitising - recognising a collection of objects without counting them, counting on from a higher number, partitioning of objects and the combinations that make ten $8+2$, $2+8$, $1+9$, $3+7$ etc. These skills underpin mental addition and subtraction.



Little Monkey App Times tables presents pupils with a random grid of 81 spaces asking multiplication questions from numbers 1 through 12. Unlike flash card methods, individual tables or multiple choices, pupils must use their knowledge to commit to a specific answer.



Little Monkey Apps Number Lines helps to introduce the concept of number lines to young pupils through the use of cute little frogs that make steps and leaps. When introducing basic mathematical skills such as counting, ordering, addition and subtraction, it is important to use a variety of models such as a counters, drawings and number lines to explain and physically model problems.



Little Monkey Apps Place Value compliments the use of hands on experiences for modelling numbers using deines. It is beneficial in instances when using real blocks is not practical.



Little Monkey Apps MAB Addition builds on the previous introductory App, Little Monkey Apps MAB. The App compliments the use of hands on experiences for modelling addition problems using MAB blocks in instances when using real blocks is not practical.



Little Monkey Apps MAB Subtraction builds on the previous Apps, Little Monkey Apps MAB Addition and Little Monkey Apps MAB. This App compliments the use of hands on experiences for modelling subtraction problems using MAB blocks in instances when using real blocks is not practical.



Little Monkey Apps Ladybird Maths Teaching Module can be used anyway you wish. An important concept before using the App is to discuss symmetry in nature. A ladybird has symmetrical spots; therefore spots must be placed on each of the ladybird's wings equally.



Teaching graphs includes two types of activities, 'Read' and 'Make' including picture graphs, Venn & Carroll diagrams, bar, pie and line charts. Pupils are asked to read and interpret data from four types of graphs, coming to recognise the features and purposes of each graph type. Pupils are also able to collect their own data and create their own graphs (4 different types of graphs) They can set labels, colours and adding values.



Missing Numbers introduces problem solving skills to young pupils. Problem solving can and should be introduced at this early stage, so that young pupils can begin to demonstrate mathematical 'talk', through discussion of different ways to solve problems and metacognition.



Fraction Wall can be used to complement the teaching of fractions; there is the teaching tool that can be used for modelling. There are three games for pupils to do these are, complete the wall, a 2 player fraction equivalence game and an addition games supported with a fraction wall.



Little Monkey Apps Co-ordinates introduces basic to more complex skills of map reading and ordered pairs or co-ordinates. The App contains five modules, which focus on a different element of map reading skills and includes, compass directions, alpha-numeric (like a road map B6, F7), numerical (3,4) and negative xy co-ordinates (3, -7). The App includes game like situations, asking users to manipulate, create and interpret maps as well as become more familiar with plotting on xy co-ordinates, including negative xy co-ordinate charts in four quadrants.



Little Monkey Apps Mystery Number is the digital version of the game 'Guess my number' or 'higher and lower' or a one hundred pocket chart or number line activities traditionally played in classrooms as mathematical warm ups.



Teaching Money is broken into a teaching module and five task based modules; Sorting coins and notes, Piggy Bank, Toy Store, Giving Change and Show Me. At this stage, Teaching money is in Australian Dollars, UK Sterling and US Dollars. Use the flag to select the currency.



Reading Numbers has been designed for young learners beginning to recognise name and order numbers to 20. These are separate yet linked skills that need to be mastered after rote counting. Pupils often misname two digit numbers such as 14 as 'one four', not understanding number names change. Teen numbers are the most difficult to master as they do not follow the pattern of left to right number naming such as 45, 32, 189



Thinking Blocks Addition teaches pupils how to model and solve word problems involving addition and subtraction. In this interactive tutorial, pupils are introduced to 6 problem solving models. The models help pupils organise information and visualise number relationships.



Thinking Blocks Multiplication teaches pupils how to model and solve word problems involving multiplication and division. In this interactive tutorial, children are introduced to 6 problem solving models.



Thinking Blocks Ratios teaches pupils how to model and solve word problems involving proportional reasoning. In this interactive tutorial, pupils are introduced to 6 problem solving models.



Thinking Blocks Fractions teaches pupils how to model and solve word problems involving fractions and whole numbers. In this interactive tutorial, children are introduced to 6 problem solving models.



Dare to Share Fairly is a visual math tool for pupils who are learning how to divide larger numbers. Pupils use place value blocks to demonstrate fair sharing. The standard division algorithm is presented for comparison.



Visual Algebra Math This easy to use, educational tool was designed to work together with Shuttle Mission Math, an algebraic reasoning game in the app store. Puzzles can be solved with at least one of the following visual strategies: Scale Up, Scale Down (multiply or divide), Combine Teams (add or subtract), and Subtract Knowns.



Learn to count with **Go Count!** Designed by experts to incorporate the best research into children's learning, Go Count! will help young learners to count collections of up to 10 objects. Three lively activities and a simple game format provide carefully structured counting challenges - and plenty of fun! Children can use the app independently, but there's plenty to talk about if they are supported by an adult.