

Learning with the arts

Mahs (6th year)

Numbers and Operations NO6 – Prime numbers

TOPICs of the module

Age of students – 12-13 years

Prior knowledge

Pupils should be able to:

- have the concept of number.
- distinguishes even numbers of odd numbers.
- identify the divisors of a number.

Objectives

Pupils will be able to:

- recognize a prime number like one that admits only two divisors, the unit and itself.
- recognize that a compound number is one that supports more than two divisors.
- distinguish prime numbers from compound numbers.
- identify the prime numbers smaller than twenty.

Opportunities - dramatic text production, develop creativity, autonomy, self-confidence, interpersonal relationship, group work.

Descriptors- Know and apply properties of prime numbers.

Cross curricular

- Develop creative writing skills
- Create reading and writing habits
- Develop creativity

Resources – Notebook, pencil, colored pens, sponge and spray paint.

Time frame - Six Lessons, 50 minutes.

Arts involved – Visual Arts and drama.

Methods of work – Individual work and team work.

Introducing stimulus (Warm up)

Learning math in a playful way is a proposal that is made to students in order to motivate them to learn. Recognizing that we are able to invent new ways of learning, making learning simpler and more fun in order to make it more effective contributes to developing in students a taste for learning and a willingness to learn to make knowledge more consistent.

Summary of the activity

The 6th grade students, under our Erasmus + "Learning with the arts" project, were challenged to, through creative writing, dramatize the contents of Maths, prime numbers and compound numbers.

In group, they wrote the texts. The texts were analysed in the class group and adjusted according to the contents in order to be enlightening. Then they were dramatized to the educative community.

Evaluation summary and comments about how the module went:

Students showed involvement, motivation and interest in developing activities of a playful character. Imagining a learning scenario for fun has become a major challenge for building knowledge. The presentation to the educative community was felt as a recognition of the importance of the work developed.

Dissemination in the Educative community

