

Manipulate, Experience, See: The 'how and why' of making maths physical, visual and interactive.

Sample timetable for INSET day

9:00 - 9:15	Briefing / welcome in the hall
9:15 - 10:45	'Outbreak' team maths adventure (hall)
10:45 - 11:00	Debrief
11:00 - 11:15	Break
11:15 - 12:00	Group mathematical modelling challenge
12:00 - 13:00	Lunch
13:00 - 15:00	Classroom sessions: theory, pedagogy, more practical maths and application to your classroom



INSET Outcomes

Staff will be able to:

- **Improve** children's engagement in maths
- **Develop** practice with the latest pedagogy
- **Experience** hands-on maths challenges
- **Gain** practical classroom ideas
- **Boost** children's belief and performance
- **Enjoy** a day of team building and maths



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