



How do pupils in English School ?

We visited 2 English School during our course in Maidstone, in April 2017.

We are going to present you a Mathematics apprenticeship.

Maidstone : 113 000 inhabitants



Maidstone is a big town, in Kent, in Southeastern England, just over 1 hour from London.
There are 113 000 (one hundred thirteen thousand) inhabitants.



Thurnham Church of England Infant School

« We learn to love and love to learn. »



Outstanding School



Mr C K James – Headteacher

We were welcomed in Thurnham Church School by the headteacher, Mr James. He explained to us the functioning of his school.

*Among 4 ranks of English schools, it is one of the best noted :
OUTSTANDING SCHOOL.*

Infant School : 4 – 7 years

Year Reception	Year 1	Year 2
4-5 years old (optional)	5-6 years old	6-7 years old
3 classes	3 classes	3 classes
90 pupils	90 pupils	90 pupils
30 pupils per class	30 pupils per class	30 pupils per class

There are three levels in this Infant school, from four to seven years old, and three classes in each level.

Each class have thirty pupils. Two or three adults take care of pupils : 1 teacher, 1 permanent teacher assistant and 1 other adult (parent, volunteer ...) coming regularly at school to help.

We were hosted in Year 2, CE1 in France.

L.O : Mental Starter

To add 2 digit numbers
To make values using
different coins

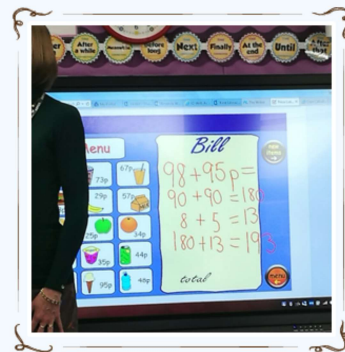


We are going to detail you a session of Maths. The pupils were gathered in front of the Interactive board, they sit on the floor. The mistress presented the Learning Objective : to add 2 digit numbers and to make values using different coins.

Several examples together



What is
the total of
the bill ?



Step 1

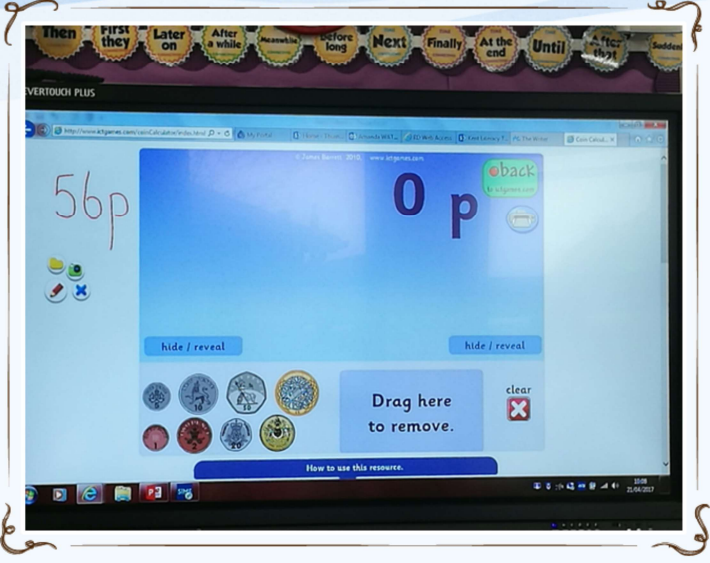
The mistress explained to pupils that they should choose 2 things and calculate the total.

John, a pupil, chose 1 hamburger ninety-eight pence. and 1 ice cream ninety-five pence.

The mistress showed them how they have to combine the numbers.

She showed the model of the approach.

After, they repeated this approach with others examples.



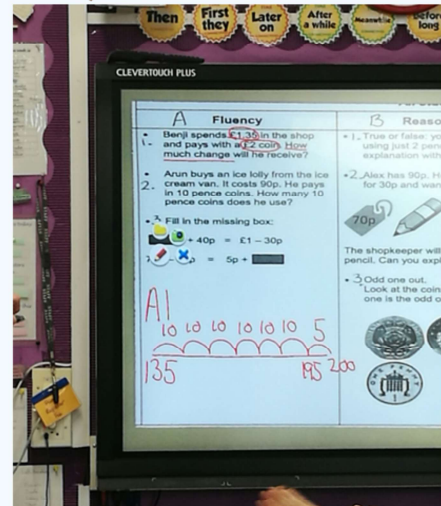
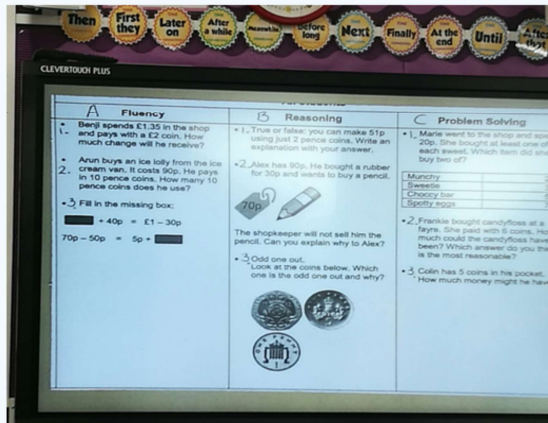
The screenshot shows a virtual interactive board game titled "VERTOUCH PLUS". At the top, there is a row of yellow circular buttons with various time-related phrases: "Then", "First they", "Later on", "After a while", "Meanwhile", "Before long", "Next", "Finally", "At the end", "Until", "After that", and "Suddenly". The main interface has a light blue background. On the left, the text "56p" is displayed. On the right, the text "0 p" is displayed. Below these, there are two "hide / reveal" buttons. At the bottom, there is a row of virtual coins (1p, 2p, 5p, 10p, 20p, 50p, 100p) and a "clear" button. A central instruction box says "Drag here to remove." The bottom of the screen shows a Windows taskbar with various icons and the date "24.04.2017".

Use the coins to make the appointment.

Step 2

In second part of this session, the mistress proposed them to use virtuality coins on the interactive board to make a sum. The pupils repeated several times this exercise.

3 « levels » of mathematics problems



Step 3

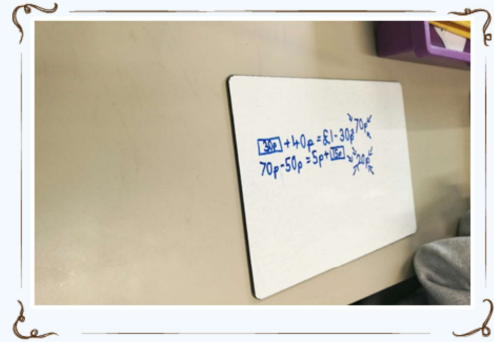
In the third part of this session, she proposed on the Interactive board, 3 levels of problems about the Learning Objective. They made together the 3 problems out of A on the board.

After the break, they should write on their notebook 1 exercise or more. They tried to solve this exercise by remembering what they have seen before.

The pupils are in groups of levels.

They could choose one exercise out of A.

We noticed that the lowest level pupils chose the last exercise, the freshest in their memory. Nevertheless, it was not the easiest.



Many of them managed to make all the B problems with help to adults and the best level pupils ended all the problems out of C. The lowest level pupils, not remembering totally the approach, remained blocked one hour on their problem.

CONCLUSION



*Our felt is based only on a short observation.
We noticed that the education in England seems to be based on the
modelling and not on the construction of the approach.*