Our Creative Maths programmes have been carefully designed to both put into context and actively promote the three keystones of the National Curriculum: fluency, reasoning and problem solving. Tapping into pupils’ own creativity, our unashamedly fun workshops engage, motivate and, crucially, challenge the children and young people we work with - and have been enjoyed by more than 30,000 of them across the country to date.

“Really lovely sessions with very positive feedback from all children and staff”
Jennifer Trott, Cameron House School

“The workshop covered a huge range of skills without the children realising how much numeracy they were doing!”
Maths Co-ordinator, Hawes Side Academy

Supporting the new Primary Curriculum
Suitable for EYFS, KS1, KS2

““The children were very excited and there was a wonderful sense of enthusiasm all around! All the teachers commented on how nice it was to see the children applying their maths skills”
Maths Co-ordinator, New Brighton Primary

www.as-creatives.com
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The Pirate's Challenge

Having piratical fun with numbers and shapes for up to 60 students at a time!

When Captain Richard Morgan arrives at school, he’ll be more than a little confused. Because just a few hours beforehand he’ll have been on his pirate vessel, The Good Ship Mathematics, in the middle of the Caribbean! Swept to your school by a Time Tornado, he’ll need the pupils’ help to get back to his own time and place. Are they up to the Challenge? And it’s a Challenge that will test their understanding of number, shape and direction to the max.

Exploring: both additive and multiplicative reasoning, fractions, number patterns, mental and written calculation, elimination, 2D and 3D shapes, measurement, interpreting data, positional language, co-ordinates.

Captain Morgan and the Maths Monster

Using understanding of knowledge and shape to best a creature from the deep!

You’ve already helped Captain Richard Morgan crack The Pirate’s Challenge, so now he’s back with another mystery to solve – what exactly is the monster that’s been attacking the pirate village on Number Island? No-one’s ever seen it (it only comes out at night) – but it’s left plenty of clues in its wake. And by measuring its paw-print, examining its poo and analysing its bite, your pupils will be able to use our unique Shape Sets to create an accurate picture of the beast – and help Captain Morgan devise a cunning plan to defeat it!

This programme is perfect for those schools who have already hosted and enjoyed the Pirate’s Challenge day and would like another pirate-themed maths day!

Exploring: measurements, number investigations, additive and multiplicative reasoning, time, positional language, properties of 2D and 3D shapes, problem solving.

The Captain’s Conundrum

A pirate-themed whole school maths challenge

Captain Richard Morgan, of the Good Ship Mathematics, has a conundrum ... he knows that there’s treasure to be found on Cloud Island, he has a map – and he has a set of clues. But they’re clues he can neither make head nor tail of. He’ll meet all the children at an assembly (or, if space doesn’t allow, two consecutive gatherings) and challenge them to conquer his conundrum.

During the course of the day, the Captain will give each year group an age-appropriate set of clues to unearth a particular piece of treasure – and warm them up with one of his piratical maths drama games. Then everyone reconvenes in a meeting (or two meetings) at the end of the day to share their findings – and advise the Captain on what to buy for his expedition. Content is in line with the National Curriculum requirements and will include different age-appropriate activities for each year group.

Exploring: both additive and multiplicative reasoning, fractions, number patterns, co-ordinates and problem solving, mental and written calculation, elimination, 2D and 3D shapes, measurement, interpreting data, positional language.
CSI: MATHS

A series of challenging mysteries to engage your students and get them thinking logically

New CSI Maths Workshops for 2016!
Our CSI: Maths workshop has proved so successful that we’ve not only designed a version focusing on fractions, proportions, ratios and percentages (CSI: Bake Off) – but developed additional options that give children opportunities to practise their numeracy skills while learning new history content! Choose from the following workshops...

CSI: Storyland (EYFS - Year 2)
With the help of the elves, the Shoemaker’s fortunes have been restored – and all is well in Storyland. Until, that is, his precious last is stolen! Which of his neighbours could have taken it? After identifying and exploring the problem solving skills needed for crime scene investigation, pupils will collect the clues left at the scene – then use their sorting and sequencing skills to reveal the identity of the miscreant. Was it Goldilocks, the Billy Goats Gruff, Little Miss Muffet, the Little Pigs or Red Riding Hood? It’s up to you to find out!

CSI: Michaela Maths (Years 3 – 6)
If it hadn’t been for the quick thinking of one of her teammates, Michaela Maths, one of the country’s most promising woman sporting stars would be dead ... slain by an unseen hand! Having been introduced to the crime scene, the suspects and their possible motives, pupils will tackle a series of Mathematical Challenges. Each will lead to the elimination of a suspect – until, if all the calculations are correct, the criminal is unmasked.

CSI: Bake-Off (Years 1 – 6)
All is not well in the world of the Bake Off – one of the judges, Saul Pinewood, has had food poisoning – and he knows it wasn’t an accident! He’s narrowed the field down to six suspects – and hopes that pupils can use their understanding of fractions, percentages and measurements to help him take the final step.

CSI: Saxon Maths (Years 4 – 6)
Alfred the Great has burnt the cakes ... or has he? Test your understanding of number, shape and time as you help right the wrongs of history – and work out who framed him!

CSI: Ancient Greek Maths (Years 4 – 6)
Mount Olympus is in turmoil – because someone has stolen Zeus’s thunderbolt! Acclaimed mathematician Pythagoras is on the trail of the culprit – but needs your help to put all the pieces together as you collate and interpret the data.

All workshops are suitable For: up to 30 children at a time and each one lasts approximately 1-1.5 hours. Longer workshops are also available.

Exploring: both additive and multiplicative reasoning, mental and written calculation, elimination, 2D and 3D shapes, measurement, interpreting data, fractions, percentages, time.

“As part of our Maths week, all KS2 children had the CSI:Maths workshop. The children were buzzing about it all week and realised that Maths can be fun! I would highly recommend it and would not hesitate to use as creatives again in the future.”
Maths Teacher, St Benedict’s Primary

“The pupils really enjoyed CSI: Maths. It really inspired them to think creatively about Maths.”
Maths Co-ordinator, All Saints Primary

“CSI is a great activity to get kids deep thinking and totally engaged. I would certainly recommend it!”
David Thompson, William Howard School

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Everyone loves a story – and they’re full of a myriad of opportunities for children to explore and practice maths skills within contexts that make sense of the importance of number and shape.

Working with one of our mathematical storytellers, they’ll take a unique, magical and interactive journey through one of Julia Donaldson’s delightful books, exploring both the tale itself and the Maths of the world it contains, developing in mathematical fluency as they go. You can choose from The Gruffalo, Tiddler, Room on the Broom or Stick Man – and all content is differentiated for age.

Exploring (according to age): sorting, sequencing, counting, number bonds, positional language, time, shapes.

The Viking’s Quest

Numbers, shapes and co-ordinates were all important to the Vikings – as your pupils will discover when Hagor the Hunter turns up in your school. He’s been travelling for centuries – seeking help from anyone he meets. Because it won’t be till he cracks the Riddle of the Runes that he can release his village’s children from the clutches of a mighty dragon. By taking part in a series of interactive challenges Interactive Challenges, your children will be able to help him – but they’ll need to use all their problem solving skills!

Exploring: both additive and multiplicative reasoning, number patterns, fractions, percentages, measurement, positional language

Murderous Maths

Interactive problem solving for up to 180 pupils (with follow-up workshops for up to 90)

It’s exactly 100 years to the day since the grisly demise of Puffing Billy – and this unique workshop allows up to 180 children from Years 1 to 6 attempt to crack the case at the same time. After everyone’s been introduced to the crime scene, the victim and the suspects (and been armed with Evidence Booklets), children will take part in a series of age-differentiated challenges – revolving around such clues as omnibus tickets, diaries and timepieces. As pupils practise their maths skills, the suspects will be whittled down one by one – until only the criminal remains.

But there’s still more to do – because there’s yet another Maths Mystery to be unravelled. A job that will be undertaken in up to three follow-up workshops, each for up to 30 pupils.

Exploring: measurements, number investigations, additive and multiplicative reasoning, time, positional language, properties of 2D and 3D shapes, problem solving, angles, trajectories, money.

Maths through Stories – EYFS

Everyone loves a story – and they’re full of a myriad of opportunities for children to explore and practice maths skills within contexts that make sense of the importance of number and shape.

Working with one of our mathematical storytellers, they’ll take a unique, magical and interactive journey through one of Julia Donaldson’s delightful books, exploring both the tale itself and the Maths of the world it contains, developing in mathematical fluency as they go. You can choose from The Gruffalo, Tiddler, Room on the Broom or Stick Man – and all content is differentiated for age.

Exploring (according to age): sorting, sequencing, counting, number bonds, positional language, time, shapes.

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To fully capitalise on the new approaches you’ll have seen in action, why not end your day with a Creative Maths Twilight for staff? Our CPD programmes are highly experiential and outcomes-driven, so you’ll have a chance to unpick what you’ve witnessed, try out some more new methodologies and take part in active, collaborative planning. And, by booking this at the end of a day of our workshops with pupils, you’ll get it all for a fraction of the usual price!

Outdoor Maths

Outdoor spaces provide wonderful opportunities to explore how numbers and shapes create both the built and natural worlds. So our engaging (and very active!) outdoor maths workshops, which feature a range of tried and tested al fresco activities, bring home the relevance of numeracy to our everyday lives – and provide lots of scope for problem solving too!

We have developed low-input exercises for all year groups, from Nursery to Year 6, including Investigative Maths Bingo (Outdoors!), Mathematical Drawings, Design Your Own Maths Trails and the Big Maths Game. One of the best things about all of these activities is that they’re easy to replicate and adapt – meaning that you and your colleagues will have a whole new bank of resources to play with!

Exploring (depending on time, age and group size): maths-in-context, maths language, number investigations, additive and multiplicative reasoning, number sequences and patterns, shape investigations, properties of 2D and 3D shapes, positional language, measurements, data collection, presentation and interpretation.

And Don’t Forget ... we’re also experienced in designing and delivering Outdoor Maths CPD programmes for teachers, including twilights, half days and full days!

Creative Maths Twilight

To fully capitalise on the new approaches you’ll have seen in action, why not end your day with a Creative Maths Twilight for staff? Our CPD programmes are highly experiential and outcomes-driven, so you’ll have a chance to unpick what you’ve witnessed, try out some more new methodologies and take part in active, collaborative planning. And, by booking this at the end of a day of our workshops with pupils, you’ll get it all for a fraction of the usual price!

Useful things to know:

- Interactive, exciting and imaginative approaches to maths
- Firmly linked to the National Curriculum
- Suitable for EYFS through to KS4
- Follow up activities for students and teachers
- Whole School workshops available
- All as creatives practitioners have up to date, enhanced DBS checks
- Testimonials and case studies can be found at www.as-creatives.com
- For all enquiries or to book please contact us on 0151 708 8886 or email info@as-creatives.com