

SCHOOL	LEARNING AREA	GRADE	DATE	TIME	ROLL
	MATH	5			

STRAND: NUMBERS

SUB STRAND: PLACE VALUE

SPECIFIC LEARNING OUTCOMES: by the end of the lesson, the learner should be able to:

1. Use place value of digits up to hundreds of thousands in real life
2. Make a number chart and identify the numbers place value he/she has formed
Use ICT devices for learning more on whole numbers and leisure
3. Appreciate use of whole numbers in real life

KEY INQUIRY QUESTION (S)

How do you find the place value of a digit in a number?

LEARNING RESOURCES

Mentor mathematics learner's book grade 5 page 1-2

Number cards, place value charts, multiplication tables and an abacus

ORGANISATION OF LEARNING

Learning will take place in an actual classroom. Learners will work individually, in pairs and small groups

INTRODUCTION

Guide learners through a recap of place value numbers as learnt in the previous grade

LESSON DEVELOPMENT

STEP 1

Guide learners to do group activity to represent the place value of a 4 digit number in the learner's book and share their answers

Guide the learners to discuss examples 1 on representing place value of a 5 and 6 digit number in groups

- This will promote communication and collaboration
- Respect will be developed as learners work in groups

STEP 2

Using number cards, guide learners to create 6 digit numbers and write them down.

- Learners will develop creativity and imagination as they form four digit numbers

Learners to represent the place values of the numbers

STEP 3

Guide learners to discuss more teachers' examples from the chalkboard

- Social cohesion will be achieved as learner's work together irrespective of their backgrounds
- Respect and unity will also be developed as learners work together

STEP 4

Guide learners to work out practise exercise 1 a-f on page 2 in the learner's book.

Teacher to go round marking the books and assisting the weak learners

CONCLUSION:

Teacher to review the lesson by asking oral questions

EXTENDED ACTIVITIES:

Learners to create numbers and represent the place value of the numbers during their free time

Learners to practise use place value by playing digital games involving place value during their free time

REFLECTION ON THE LESSON:

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LESSON DEVELOPMENT

STEP 1

Guide learners to do group activity to represent the place value of a 4 digit number in the learner's book and share their answers

Guide the learners to discuss examples 2 on representing place value of a 5 and 6 digit number in groups

- This will promote communication and collaboration
- Respect will be developed as learners work in groups

STEP 2

Using number cards, guide learners to create 6 digit numbers and write them down.

- Learners will develop creativity and imagination as they form four digit numbers

Learners to represent the place values of the numbers

STEP 3

Guide learners to through an activity of fill a place value table from the ones' column

- This activity will develop critical thinking and problem solving
- Self efficacy will also be developed

STEP 4

Guide learners to work out practise exercise 1 question 2 and 3 on page 2 in the learner's book.

Teacher to go round marking the books and assisting the weak learners

CONCLUSION:

Teacher to review the lesson by asking oral questions

EXTENDED ACTIVITIES:

Learners to create numbers and represent the place value of the numbers during their free time

Learners to practise use place value by playing digital games involving place value during their free time

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