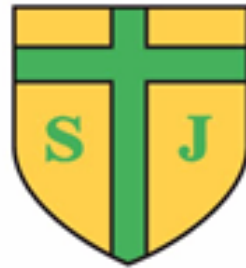


Rule of Law

- Undertake safe practices, following class rules during tasks and activities for the benefit of all.
- Understand the consequences if rules are not followed.

Promoting British Values in Maths at St Joseph's Primary School, Otley



Mutual Respect

- To behave appropriately, allowing all participants the opportunity to work effectively.
- Take turns and share equipment.
- Review each other's work respectfully.
- Work collaboratively on projects /problems, help and advise others.

Tolerance

- Use Maths to learn about different faiths and cultures around the world.
- Eg. looking at patterns/shapes within Islam / Hindu religions.

Individual Liberty

- Work within boundaries to make safe choices during practical activities.
- Make own choices within data handling activities.

Democracy

- Take into account the views of others in shared activities.
- Voting when collecting data.

Promoting SMSC in Maths at St Joseph's Primary School, Otley



Social Education

- Developing personal qualities and using social skills:
- Working in pairs or groups to solve problems;
- Perseverance when struggling to answer questions;
- Not being afraid to try – it's ok to be wrong, it's not ok not to try;
- Taking turns when playing Maths games.
- Participating, co-operating and resolving conflicts: as above,
- Also 'X thinks ____, Y thinks ____, who is right?' type questions.

Spiritual Education

- Use imagination and creativity to explore ideas while learning mathematics by:
- Identifying and applying patterns and rules to everyday problem-solving;
- Writing own problems and challenges that use those patterns or rules.

Moral Education

- Understanding the consequences of actions:
- Eg. If you perform a particular action to one number, will the same outcome apply to other numbers?
- Is it always the case?
'Sometimes, always, never' statements.

Cultural Education

- Understanding and appreciating personal influences: taking into account other people's views and understanding how to express own views.
- Eg. How to explain to someone where they may have gone wrong in a question.