DEVELOPING THE TASK BASED ON THE PRE TEST RESULTS

The results of te pretest indicated that we had three main groups of students, with one student needing opportunities to do extension tasks.

the learning needs of the students were as follows:

Group 1. The concept of equivalent fractions and the simplification of fractions,
Group 2. The process of adding or subtracting fractions with different denominators and
Group 3. The process of multiplying fractions.

both Group 2 & 3 needed to be aware of improper fractions and mixed numbers.

Based on this information the students were divided into three groups and given the names of different types of Pizza (Pepperoni Pizza, Hawaiian Pizza and Meat Lovers) . A fourth pizza group was added (the Supreme Pizza Group) which was to by invitation only, and was designed to extend our more capable student.

The task is as follows
All groups

* Create an animation using Flash which uses words, numbers and a pizza(s) to explain some concepts of fractions. These are;
    - Numerator
    - Denominator
    - The concept(s) assigned to the group

Pepperoni Pizza Group

* Create an animation which demonstrates the addition and/or subtraction of fractions with different denominators such as 1/2,1/4 and 1/8.
* Answers may be given as improper fractions or mixed numbers.

Meat lovers Pizza Group

* Create an animation that explains the concept of equivalent fractions and simplifying.

Hawaiian Pizza Group

* Create an animation that explains the concept of multiplying fractions by a whole number.
* Answers may be given as improper fractions and mixed numbers.

Supreme Pizza Group

* Create an animation that explains the concept of multiplying fractions by another fraction.
* Answers may be given as improper fractions, mixed numbers and whole numbers.

Literacy

Spelling and vocabulary

Numerator, denominator, fraction, simplifying, equivalent fractions, improper fractions, mixed number, addition, subtraction and multiplication.

Numeracy

* Fractions- simplifying, equivalent fractions, addition, subtraction and multiplication.
* Measurement of time in parts of a second, seconds, and minutes.
* Some coordinate geometry involved with planning using time frames and layers of animation.
* Rotation and translation of images.