

progression



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Welcome

You are starting a module called

Numeracy: progression

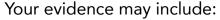
As you work through the activities in this module you will be asked to:

- speak
- listen
- record
- write
- make choices
- make things

You may be asked to:

- use a computer
- use a telephone

You may choose to sign your answers.



- photographs
- work done on a computer
- sound/video recordings
- completed worksheets

As you complete each activity, you or your mentor can tick the box alongside the activity and the corresponding box on the **Record of progress** (pages 4-5).

When you have finished this module, remember to complete the **Review** and **Next steps** sections at the end of the book.

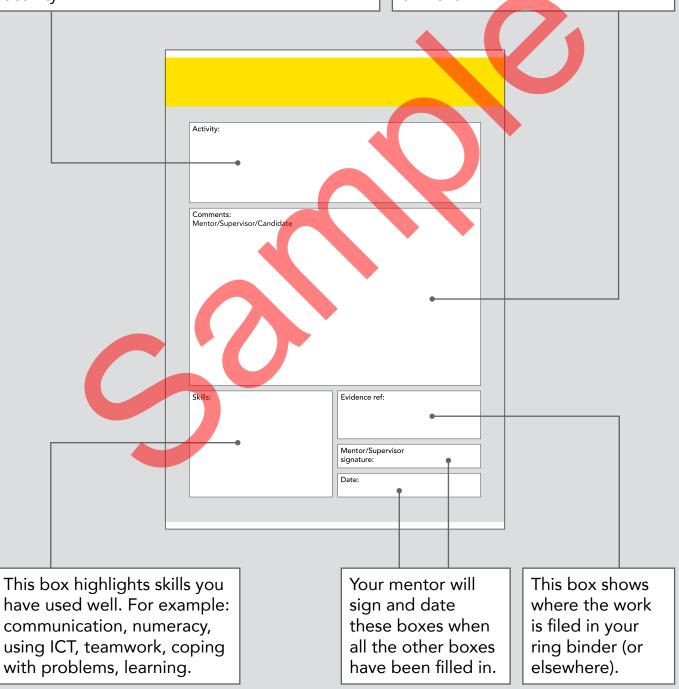


Record boxes

At the end of each section you will find a page of record boxes:

Your mentor can use this box to write an extra activity for you to do. This might ask you to practise some of the skills you have already shown, or it might ask you to do an extension activity.

This box can be used in any way to show your achievements throughout the section. It might also show what you need to work on next.



Section 1: Number

Entertaining

| 1 | Count up to 10 people who would like a drink. | |
|---|--|--|
| 2 | Count how many people would like each drink that you offer. For example: • tea • coffee • water • other | |
| 3 | Show how many people want each drink by adding up the orders and writing down the numbers using numerals. | |
| 4 | Count out how many cups will be needed, starting at five and counting on. | |
| 5 | Decide how many biscuits to serve each person. How many biscuits will you need altogether? | |
| 6 | Count how many more cups will be needed if extra people turn up. | |

Section 1: Number

Entertaining

| Activity: | |
|---------------------------------------|-------------------------------------|
| Comments: Mentor/Supervisor/Candidate | |
| Skills: | Evidence ref: |
| | Mentor/Supervisor signature: Date: |

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Section 14

Project

In this section you can choose your own activity.

Here are some ideas:

- Plan a trip
- Decorate a room
- Organise an event
- Use a travel timetable
- Take part in a work experience activity; show you are on time
- Other

| 1 Decide what your project will b | e. |
|-----------------------------------|----|
|-----------------------------------|----|

- Plan your project.
- 3 Make a list of the things you need.
- 4 Do your project.
- 5 Show what went well in your project.

Section 14

Project

| Activity: | |
|---------------------------------------|------------------------------|
| Comments: Mentor/Supervisor/Candidate | |
| Skills: | Evidence ref: |
| | Mentor/Supervisor signature: |
| | Date: |

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Other modules in the Focus series:

| Getting started | FOCUS01 |
|------------------------------|---------|
| Communication: introduction | FOCUS02 |
| Communication: progression | FOCUS03 |
| Horticulture | FOCUS04 |
| Independent living | FOCUS05 |
| Meal preparation and cooking | FOCUS06 |
| Money | FOCUS07 |
| Numeracy: introduction | FOCUS08 |
| Using computer technology | FOCUS10 |
| Using leisure time | FOCUS11 |
| Using transport | FOCUS12 |

