



GAHLANSO PRIMARY SCHOOL

MANDELA DAY

19TH July 2018

ABOUT THE SCHOOL

ABOUT THE SCHOOL

Gahlanso Primary School is situated in Tembisa and was built in 1974.

The school draws from the surrounding area and informal settlements.

There is over 1250 learners and it continues to grow, placing pressure on resources.

The school has 34 educators. 2 administrators and 5 general assistance as staff members

Some key challenges in the school relate to a high number of late arrival by learners, high absenteeism and a lack of parental involvement. There has been increased involvement from the community (Community Wellness Programme) within the school.

Daily feeding of pupils remains a high priority as many come from informal settlements.

There has been progress in ensuring discipline and that school starts on time and this has generated respect between staff, learners and the leadership at the school.

A new School Governing Body has been recently elected and they show great enthusiasm towards working to develop the school and support the staff.

The school continues to face challenges of fund raising in support improvement of facilities, educational interventions and sport development.

THE SCHOOL - MISSION, VISION AND VALUES

VISION:

Gahlanso Primary School takes great pride and effort to be a leader in providing a balanced primary education which will develop learners holistically.

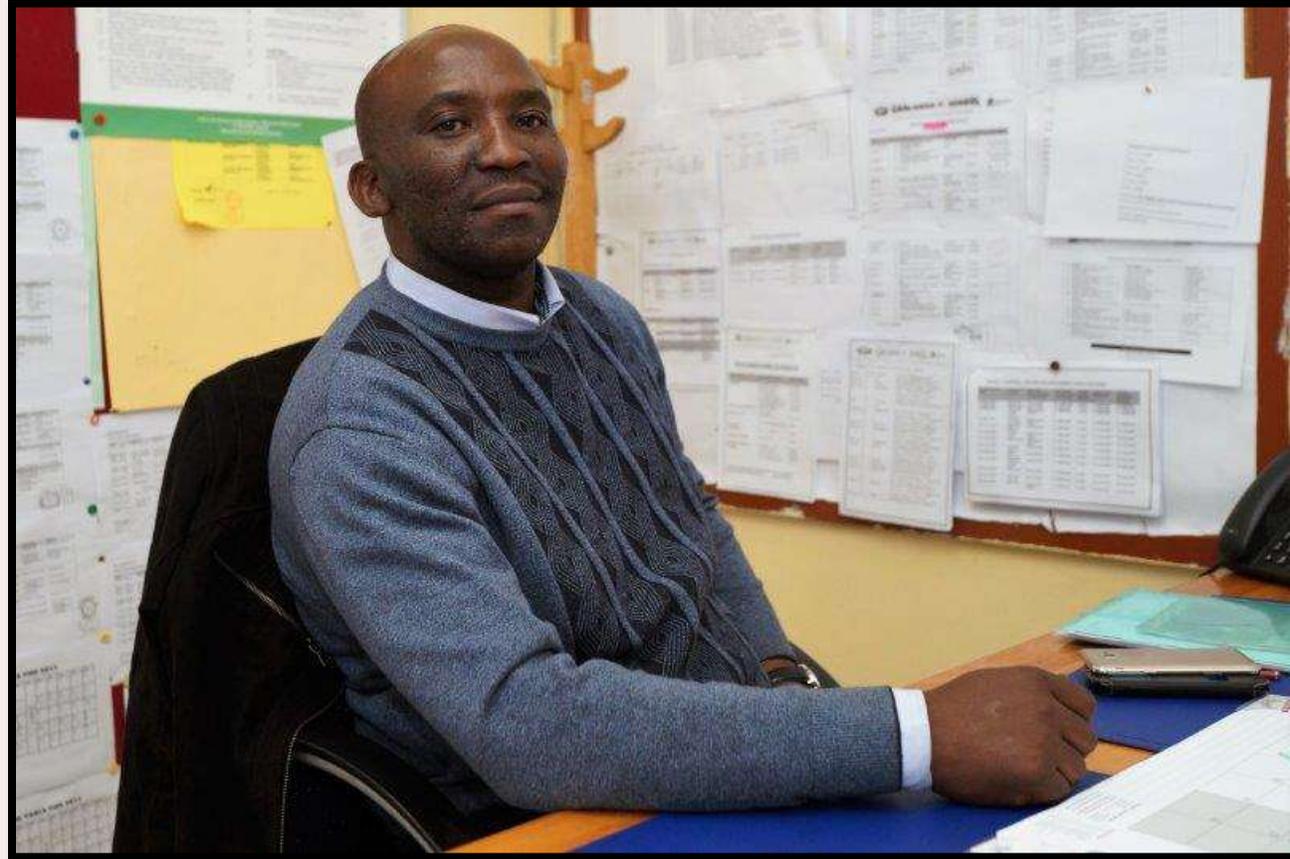
MISSION:

- Our school is committed to serve all stakeholders by honouring the highest standard of education.
- We encourage parental involvement and partnering with the school as the cornerstone of a learners education.
 - We pledge to empower our learners to be innovative and critical thinkers in M.S.T.
(Maths, Science and Technology)
- To provide learners with skills to meet challenges in Economic, Political and Social life within our country, and
- To create and reinforce a sound healthy relationship with all stakeholders anchored by the values of the school.

VALUES:

Respect
Tolerance
Loyalty
Dedication
Consistency

MEET THE PRINCIPAL



Lerato Mahetjie

THE SCHOOL



RECEPTION & MAIN ADMIN BUILDING

THE SCHOOL



CLASSROOMS

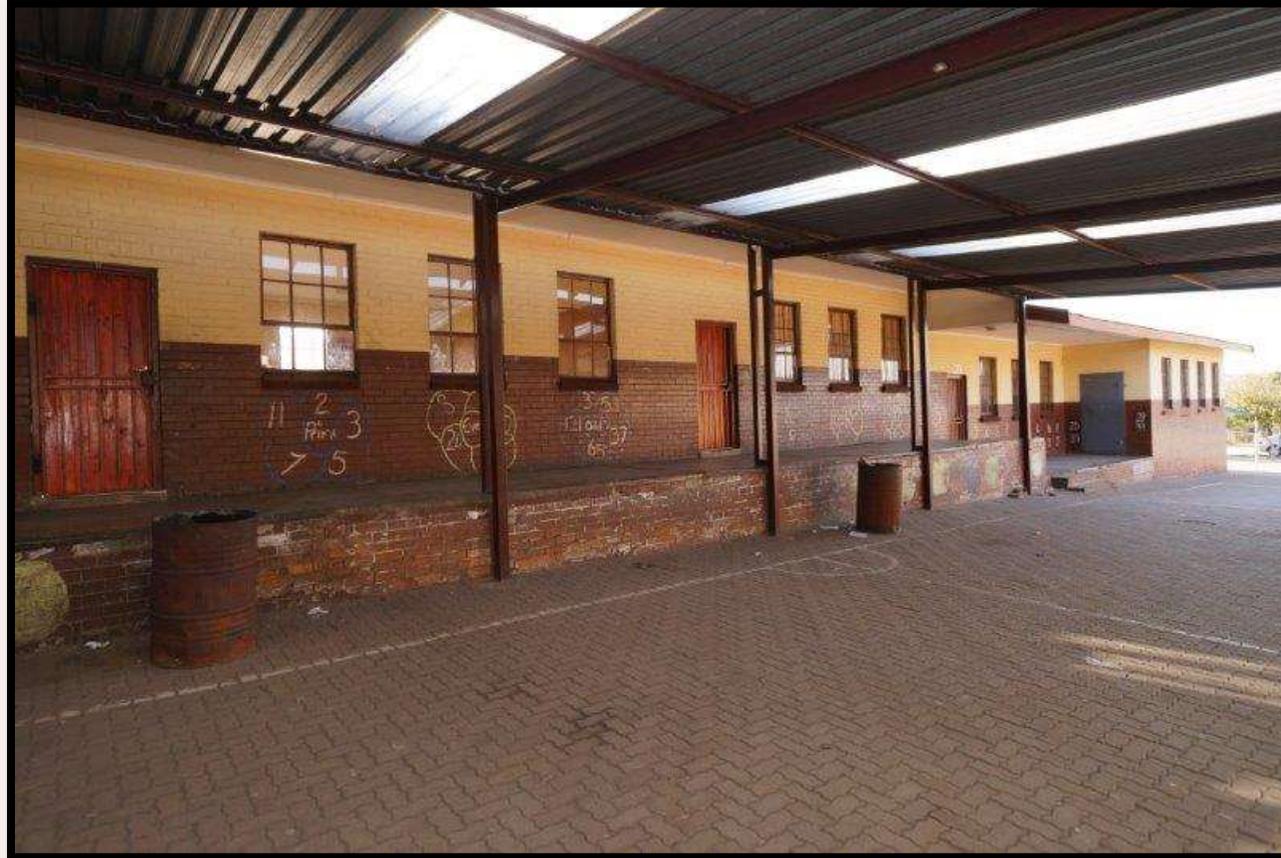
THE SCHOOL



CLASSROOMS



THE SCHOOL



ASSEMBLY AREA

WHAT IS PLANNED FOR MANDELA DAY?

THE IDEA

THE IDEA

The school, like most schools in South Africa is struggling to get interest and good results from it's learners in regards to Mathematics and creating critical thinkers of the future.

The idea is to combine 3 objectives to help the school and it's learners, by implementing some practical initiatives that will be easy to maintain and sustainable.

The 3 objectives are:-

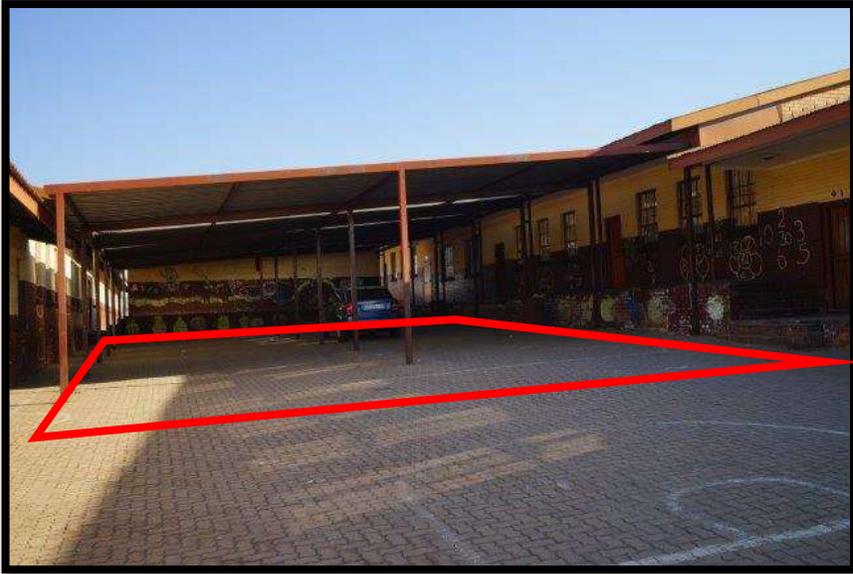
1. Create activities that stimulates physical activity and group participation linked to games mechanics.
2. Create activities that links back to creating interest and improving basic Mathematics.
3. Create activities that stimulates critical and strategic thinkers of the future.

These activities are planned to be implemented outdoors using existing paved areas. This will allow for participation outside of the class environment (and break times/after school) and can involve not only those playing or participating in the activity – but learners can also watch and learn in the process.

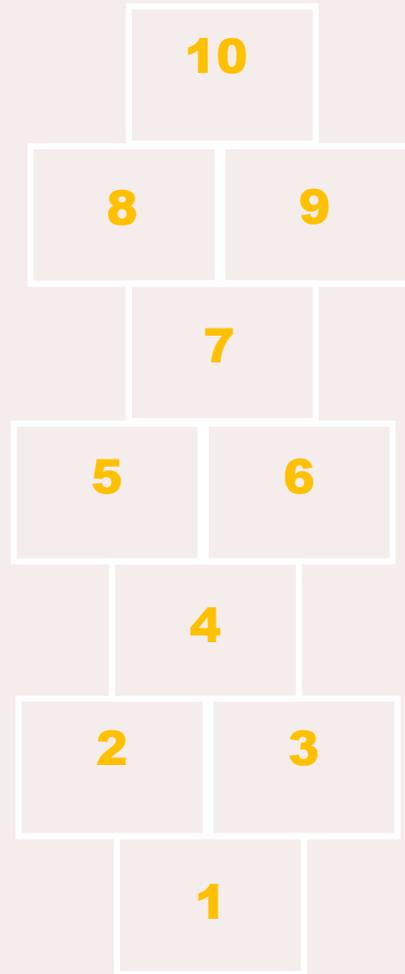
CONCEPTS AND IDEAS



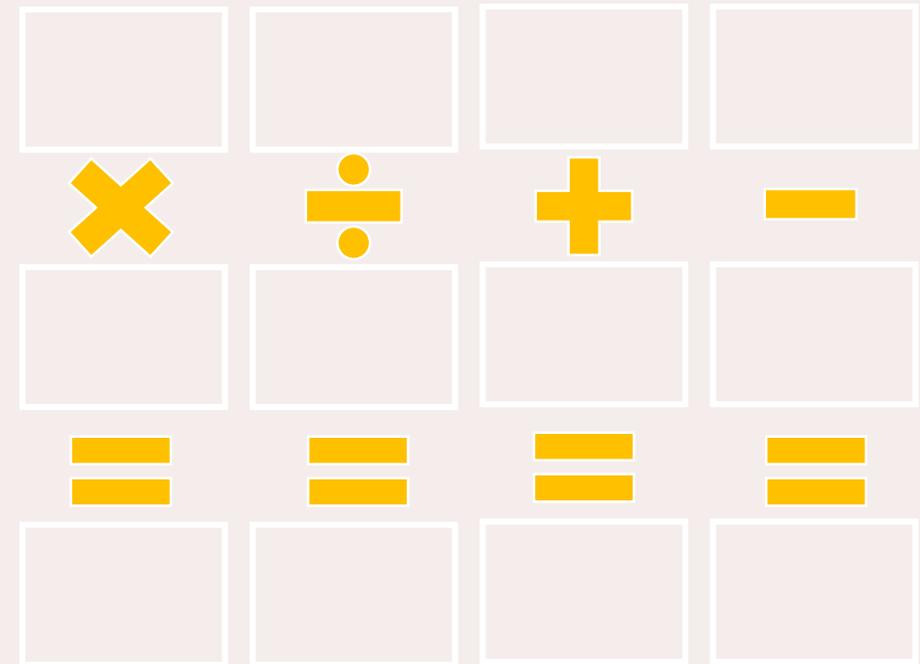
POTENTIAL LOCATIONS



THE 4 ACTIVITIES/GAMES TO BE IMPLEMENTED



HOPSCOTCH



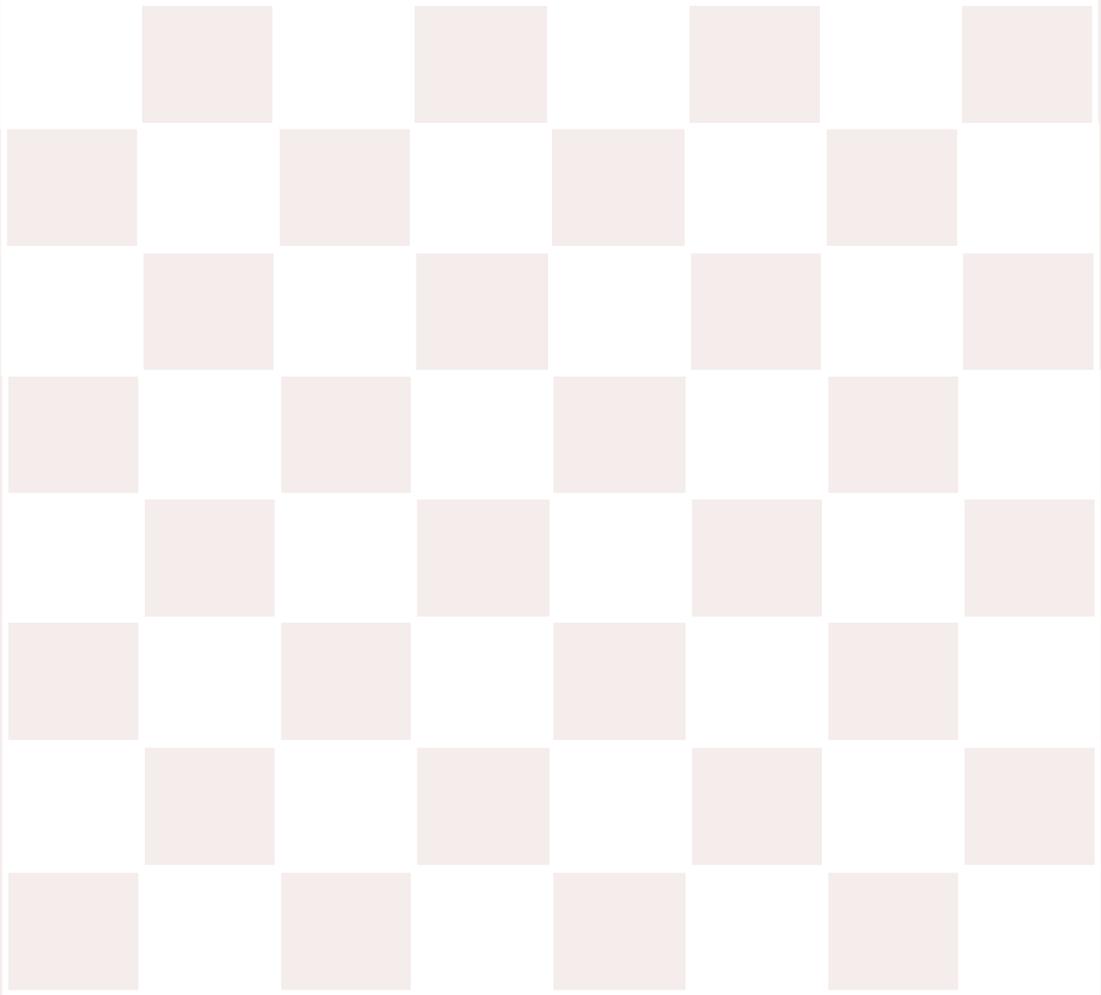
PEBBLE MATHS

THE 4 ACTIVITIES/GAMES TO BE IMPLEMENTED

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	25	26	27	28	29	30
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QUESTION

ANSWER

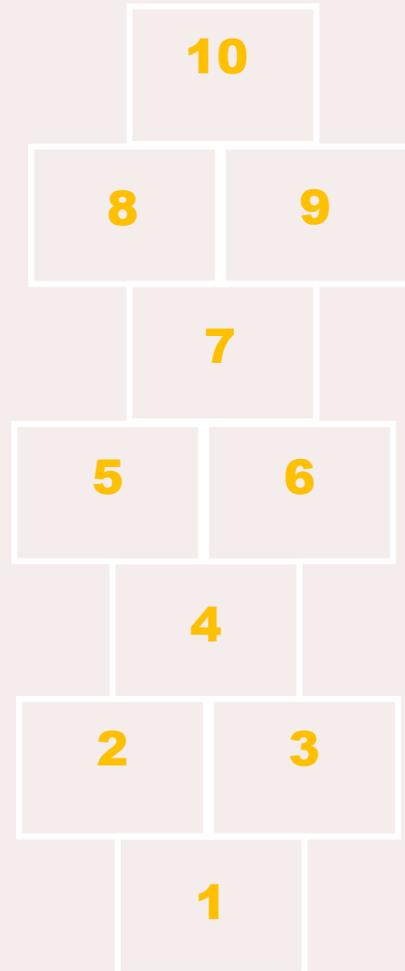


CHESS / CHECKERS BOARD

HOW THE GAMES ARE PLAYED?

GAMES & RULES

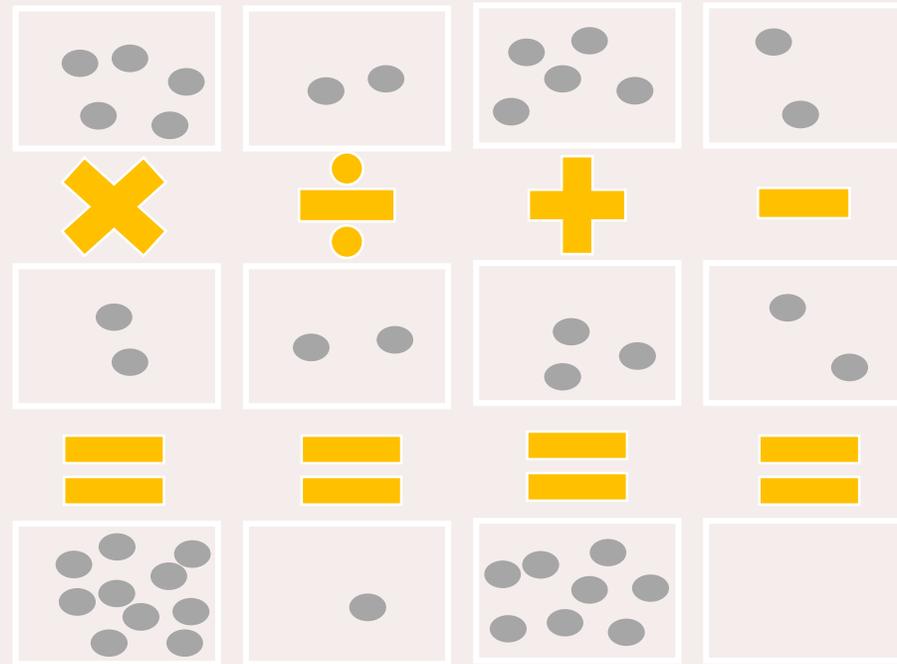
HOPSCOTCH



HOPSCOTCH

<https://www.wikihow.com/Play-Hopscotch>

PEBBLE MATHS



PEBBLE MATHS

A simple game that teams or individuals can play. One team asks the questions by placing pebbles in the two question blocks – addition, multiplication, division and subtraction can be chosen. The other team has to answer the question in the “equals” block.

MATHS QUIZ STAR

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	13	14	15	16	17	18
	19	20	21	22	23	24
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	31	32	33	34	35	36
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QUESTION

ANSWER

MATHS QUIZ STAR

A complex game that teams/individuals can play. One team/individual asks the questions (they are the challengers) by placing yellow numbered markers in respective blocks – including a marker on the addition, multiplication, division and subtraction signs. The other team/individual (they are the star and stay in the game as long as they can answer the questions) has to answer the question by placing white numbered markers in the respective blocks.

(See some examples on next slides on how the game is played)

1. Challengers have 5 markers to ask a question by placing these markers on the blocks.
2. Quiz Star have 4 markers to answer questions asked by the challengers by placing markers on the blocks.

Rules:-

1. Each marker is always added together in the sequence of the numbers of the markers to create a question.
2. The Quiz Star (Team/individuals) stays on the board and accepts challenges as long as they answer questions posed.
3. Challengers are automatically disqualified if they ask a question that cannot be answered with 4 markers on the board.
4. If the Challenger asks a question that the Quiz Master cannot answer or gets wrong – they will then become the Quiz Master and the previous Quiz Master loses the board completely. (This is a “sudden death game”)

MATHS QUIZ STAR

1

2

3

4

5

Question
Markers

1

2

3

4

Answer
Markers

+	+0		+00		+,000	
	1	2	3	4	5	6
-	7	8	9	10	11	12
	13	14	15	16	17	18
×	19	20	21	22	23	24
	25	26	27	28	29	30
÷	31	32	33	34	35	36
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QUESTION

ANSWER

MATHS QUIZ STAR - EXAMPLES

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	13	14	15	16	17	18
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	25	26	27	28	29	1
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QUESTION

ANSWER

MATHS QUIZ STAR - EXAMPLES

- 2
- 3
- 4

+	+0		+00		+,000	
	1	2	3	4	2	6
x	7	8	3	10	11	12
	4	13	14	15	16	5
÷	19	20	1	22	23	24
	1	26	27	28	29	30
÷	31	32	33	34	35	36
	+0,000		+00,000		+000,000	

QUESTION

ANSWER

MATHS QUIZ STAR - EXAMPLES

5

2

3

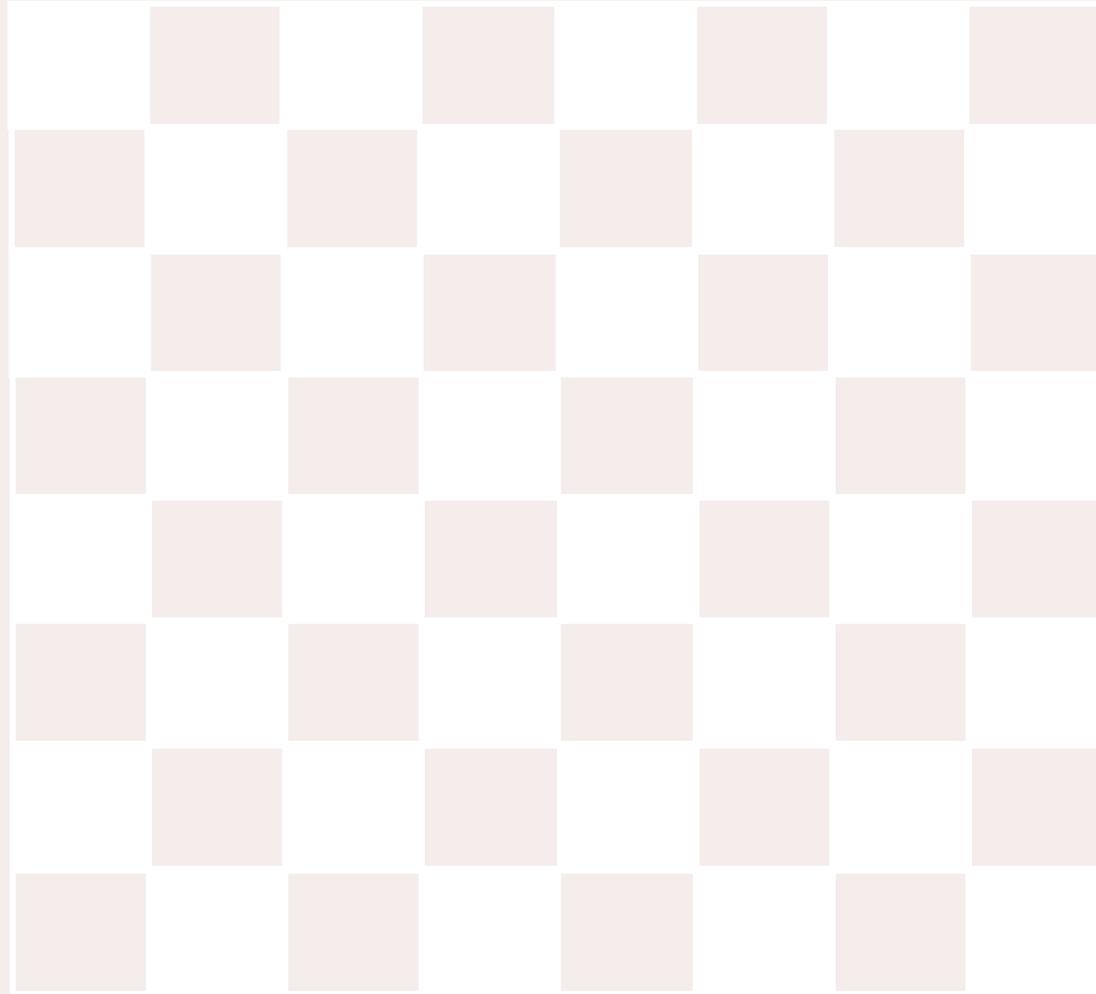
4

+	+0		+00		+,000	
	1	2	3	2	5	6
-	1	8	9	10	4	12
	13	14	15	16	17	18
×	19	20	21	22	23	24
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	+0,000		+00,000		+000,000	

QUESTION

ANSWER

CHESS



CHESS BOARD

<https://www.wikihow.com/Play-Chess>

CHECKERS



CHECKERS BOARD

<https://www.wikihow.com/Play-Checkers>

WHAT NEEDS TO GET DONE AND ARRANGED?

ARRANGEMENTS

ARRANGEMENTS

1. Confirmation of individuals supporting the cause on Mandela Day by Friday the 22nd of June. *Sandy Pires – will confirm with you directly.*
2. Teams created and allocated to do the 4 activities/games – NOTE: more resources for the Chess/Checkers game and for the Maths Quiz Star game by Monday the 25th of June. (Note: There will be other participants from the school community to help)
3. Teams to dress in old clothing for the day to perform the execution at the school.
4. Transportation arrangements from Midrand to the school at 9:00 – which is 15 - 20 minutes away from the Midrand campus.
5. Some snacks and refreshments will be arranged for the team for the afternoon.

Note: The day is voluntary, so please only commit if you want to part of this great cause.

ARRANGEMENTS

1. Material and tools required:-
 - a. Templates/Stencils of numbers and maths signs.
 - b. Tape measures, masking tape, paint brushes, paint rollers, paint trays, plastic sheeting, brooms
 - c. Spray paint for outline markings and other elements. (White, Red, Yellow, Blue, Green)
 - d. Durable paints (road marking) – White and Yellow.
 - e. Creative Low cost/ Low Maintenance Chess and Checkers Pieces – NOTE: can be made ahead of day.
 - f. Creative Low cost/ Low Maintenance - 5 Yellow movable markers for Sudden Death Quiz (2 with #1, 1 with #2, 2 with #3) and 4 White movable markers for Maths Quiz Star (2 with #1, 2 with #2) – NOTE: can be made ahead of the day.
 - g. 1 Big Bag of White Pebbles for Pebble Maths Game.
 - h. A small sandbag or suitable item to use for the Hopscotch Game.

THE PLAN ON MANDELA DAY?

MANDELA DAY

MANDELA DAY

MOVED to 19th of July 2018

1. Arrive at the school via arranged transport from Midrand or your own by 9:00.
2. 9:30 - Introduction to the principal – Lerato.
3. 9:35 - Each team to check and prepare location of each game.
4. 12:30 - Paint and conclude the respective 4 Games on the school premises in teams.
5. 12:35 – All participants on the day will place their handprints (in paint) on a dedicated wall in the assembly area and sign their names.
6. 12:45 - Leave for Midrand via arranged transport or head home on your own.

Come be part of the cause and leave a sustainable activity for the learners in the school that will help develop them for the future.

HOW IT WENT ON THE DAY?

MANDELA DAY PICTURES

MANDELA DAY - PICTURES



MANDELA DAY - PICTURES



MANDELA DAY - PICTURES



WHO PARTNERED AND SUPPORTED ON THE DAY?

SPONSORS

SPONSORS



THANK YOU

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