# Mathematics Across the Curriculum

## Geography

From **statistics** to maps, Maths is also important in Geography:

**Collecting and representing data** from field trips or for weather investigations.

Grid references and **coordinates**.

Using **scales** on Ordnance Survey maps to establish the correct **distance** between two points.

Google Maths Maps can be used to bring Geography and Maths skills together.

**Converting between units of measure** can help with the understanding of distances and space.

Timezones can be used when teaching **time**.

## Music

Music can be used in mathematics lessons for making up songs about **basic facts** or clapping, however it maths can also be used in music lessons.

**Time** and speed can be represented by tempo which is the number of beats per minute (BPM).

**Equivalent fractions** can be shown using musical notation where a different type of note is worth a different **fraction** of a whole beat.

## History

Dates are the key here when looking at how we can use maths in history lessons.

Historical timelines can be used as a basis for **finding the difference** in dates.

Historical dates can also be utilised for **sequencing** events.

**Charts and graphs** can provide extremely useful historical information which children can analyse.

## Science

Almost every scientific investigation is likely to require one or more of the mathematical skills. Whilst children are working scientifically, they will constantly need to be drawing of their understanding of **statistics**, **place value** and **measure**. **Data handling** is used extensively in Science. Most **charts and graphs** that are used in science are also used in maths.

## Art & Design

Symmetrical art can be analysed and the **number of lines of symmetry** can be found. Also, the order of rotational symmetry can be studied.

**Ratio** is used to mix paints. For example, to make purple, you mix 3 parts red to 7 parts blue.

Perspective can be used to show enlargement of shapes on square paper in KS2 maths.

Lots of different **tesselations** can be found in famous drawings.

## D&T

Maths is really useful in many aspects of Design and Technology, such as:

- ☐ Reading **Scales**.
- ☐ **Measuring** ingredients and working out proportions.
- ☐ Using **ratios** in recipes.
- ☐ Being able to **measure** accurately is an important skill in both D&T and mathematics.
- ☐ **Estimation** is also important when working out quantities of raw materials.