

## PROVINCE OF THE EASTERN CAPE EDUCATION

DIRECTORATE:<br>CURRICULUM FET PROGRAMMES LESSON PLANS

TERM 3<br>MATHEMATICAL LITERACY<br>GRADE 11

## FOREWORD

The following Grade 10, 11 and 12 Lesson Plans were developed by Subject Advisors during May 2009. Teachers are requested to look at them, modify them where necessary to suit their contexts and resources. It must be remembered that Lesson Plans are working documents, and any comments to improve the lesson plans in this document will be appreciated. Teachers are urged to use this document with the following departmental policy documents: Subject Statement; LPG 2008; SAG 2008; Examination Guidelines 2009 and Provincial CASS Policy / Guidelines. Lesson planning is the duty of each and every individual teacher but it helps when teachers sometimes plan together as a group. This interaction not only helps teachers to understand how to apply the Learning Outcomes (LOs) and Assessment Standards (ASs) but also builds up the confidence of the teachers in handling the content using new teaching strategies.
It must please be noted that in order to help teachers who teach across grades and subjects, an attempt has been made to standardise lesson plan templates and thus the new template might not resemble the templates used in each subject during the NCS training. However, all the essential elements of a lesson plan have been retained. This change has been made to assist teachers and lighten their administrative load.
Please note that these lesson plans are to be used only as a guide to complete the requirements of the Curriculum Statements and the work schedules and teachers are encouraged to develop their own learner activities to supplement and /or substitute some of the activities given here (depending on the school environment, number and type of learners in your class, the resources available to your learners, etc).
Do not forget to build in the tasks for the Programme of Assessment into your Lesson Plans.
Strengthen your efforts by supporting each other in clusters and share ideas. Good Luck with your endeavours to improve Teaching, Learning and Assessment.

## SUBJECT: MATHEMATICAL LITERACY. GRADE 11. LESSON PLAN 1. TERM 3. TIME: 13 1/2 HOURS.

Content: Probability
Context : playing games with a die, cards, coins and gambling
Link with previous lesson : fractions, ratio, percentage, decimal fraction
KNOWLEDGE (K): fractions, ratio, percentage, tree diagram
SKILLS (S): drawing , predict or hypothesis
VALUES (V): enhancing the value of playing games and seeing danger of gambling

| LO 1. Numbers and operations context. <br> The learner is able to use know of numbers and their relationsh investigate a range of different contexts which include financia aspects of personal, business and national issues. | LO 2: Functional Relationships. The learner is able to recognise, interpret, describe and represent various functional relationships to solve problems in real and simula contexts. | LO 3: Space, Shape \& Measur The learner is able to measure, estimate and calculate physical quantities and to interpret, describ and represent properties and relationships between 2- and 3dimensional objects. | LO 4: Data Handling. <br> The learner is able to collect, summarise, display and analyse and apply knowledge of statistic probability to communicate, jus predict findings and draw conclusions. |
| :---: | :---: | :---: | :---: |
| AS: 11.1.1. Find ways to explore and analyse numerically based situations by estimating, , calculating, checking results, rounding off and working with exponents and roots. | AS: 11.2.1.Work with numerical data and formulae in a variety of real-life situations to - find break-even points find optimal ranges. | AS: 11.3.1. Solve problems in 2-dimensional and 3dimensional contexts by estimating, measuring and calculating: lengths, distances, areas, perimeter, volumes and surface areas of figures \& solid | AS: 11.4.1. Investigate problems on issues related to social, environmental and political factors using appropriate statistical methods and comparing data from different sources and samples. |
| AS: 11.1.2. Relate calculated answers correctly and appropriately to problem situations. | AS: 11.2.2. Draw graphs as required by the situations and problems being investigated. | AS: 11..3.2. Convert units of measurement between different scales and systems . | AS : 11.4.2. Choose and interpret the use of methods to display data in statistical charts and graphs. -Tallies, tables, pie chart, single and compound bar graphs, line graphs and ogives |
| AS: 11.1.3. Investigate and determine entrepreneurship by calculating income and expenditure, profit and loss and | AS: 11.2.3. Critically interpret tables and graphs of relationships between two variables in a variety of real-life | AS: 12.3.3. Use and interpret scale drawings of plans to represent and identify views, estimate and calculate values | AS: 11.4..3. Compare data using measures of central tendencies \& spread - mean, median, mode, variance, |


| determining optimal selling <br> prices, checking profit margins |  | and simulated situations |  | according to scale. <br> standard deviation and <br> quartiles. |
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|  |  |  | AS: 11..3.4. Use grids to <br> determine locations and <br> describe relative positions. | AS: 11.4. 4. Critically interpret <br> two sets of data to draw <br> conclusions on problems <br> investigated and make <br> predictions. |
|  |  |  | AS: 11.3.5. Use basic <br> trigonometric ratios - sine, <br> cosine and tangent to interpret <br> and solve problems. | AS: 11.4.5. Make and test <br> predictions of compound <br> outcomes in games and real-life <br> situations by estimating basic <br> probabilities; and drawing tree- <br> diagrams. |
|  |  |  | AS: 12.3.6. Recognise, <br> visualise, describe and compare <br> geometrical figures and solids. | AS: 11.4.6. Manipulate data in <br> different ways to justify <br> opposing conclusions. |


|  | Teacher Activity | Learner Activity | Assessment | Resources | Date completed |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Activity 1 <br> Playing games i.e. dice, tossing coins playing cards, playing Lotto | 1. Group learners in threes. <br> 2.Distribute dice among groups, worksheet for recording scores and formula $P(\text { event })=\frac{\text { no.ofevents }}{\text { no.ofpossibleoutcomes }}$ <br> 3. Teacher brings lotto tickets and guide them how to play the game. | 1.Each learner play 10 times and record scores. <br> Write probability of getting $1,2,3,4$, <br> 5,6 using the given formula. <br> 2. Learners toss one coin five times and record probability of getting head or tail five times. <br> 3. Play cards, choosing any card from the deck of cards and replacing it after recording it. Find the probability of getting any card, Ace, Pictures, etc. | Group work Peer, learner Class work Home work Investigation Memos rubrics | Worksheet containing tables for recording scores and formula of calculating probability, Dice, coins, cards, lotto tickets, paper, pen, pencil |  |
| Activity 2 <br> Probability | Teacher demonstrate probability tree of tossing two coins. | Make probability trees using their examples, 3 coins, tossing a coin and a die. | Individual <br> Peer, learner <br> Class work | Pen, paper, pencil, rubber |  |


| trees | Ask learners to refer to their games <br> and make probability trees. |  | Home work <br> memo |  |
| :--- | :--- | :--- | :--- | :--- |
| Activity 3 <br> Gambling | Provide worksheet with instructions <br> on how to play a gambling game and <br> table to record results of winning or <br> losing. <br> Ask the learners to draw the <br> probability tree and a bar graph. <br> Ask questions based on the bar graph. | Read instructions and play the game. <br> They record the results using <br> probability. <br> Make a probability tree and a bar <br> graph <br> Answer question based on the bar <br> graph. | Project <br> Teacher <br> Group work | Worksheet <br> with <br> instructions <br> on how to <br> play the <br> game, dice, <br> coins, cards, |
| Home work. |  |  |  |  |
| Expanded <br> opportunities: | Make probability tree using any game. |  |  |  |
| Teacher <br> Reflections. |  |  |  |  |

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| SUBJECT: MATHEMATICAL LITERACY. GRADE |  |  |  | LESSON PLAN 2. | TERM | TIME: 9 HOURS. |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Content: Business Mathematics. |  |  |  | Context : Taxi business, cell phone packages, electricity tariffs |  |  |
| Link with previous lesson : Income and expenditure, graphical representation of data |  |  |  |  |  |  |
| KNOWLEDGE (K):Profit, loss, brake even points, formulation of equations, linear and inverse proportion SKILLS (S): drawing graphs, comparing, interpreting and critique quotations VALUES (V): appreciation of business |  |  |  |  |  |  |
| LO 1. Numbers and operations in context. <br> The learner is able to use knowledge of numbers and their relationships to investigate a range of different contexts which include financial aspects of personal, business and national issues. |  | LO 2: Functional Relationships. The learner is able to recognise, interpret, describe and represent various functional relationships to solve problems in real and simulat contexts. |  | LO 3: Space, Shape \& Measur The learner is able to measure, estimate and calculate physical quantities and to interpret, desc and represent properties and relationships between 2- and 3dimensional objects. | rement. <br> cribe | LO 4: Data Handling. <br> The learner is able to collect, summarise, display and analyse and apply knowledge of statisti probability to communicate, ju predict findings and draw conc |
| AS : 11.1.1. Find ways to explore and analyse numerically based situations by estimating, , calculating, checking results, rounding off and working with exponents and roots. |  | AS: 11.2.1.Work with numerical data and formulae in a variety of real-life situations to - find break-even points find optimal ranges. | $\checkmark$ | AS: 11.3.1. Solve problems in 2-dimensional and 3dimensional contexts by estimating, measuring and calculating: lengths, distances, areas, perimeter, volumes and surface areas of figures \& solids |  | AS: 11.4.1. Investigate problems on issues related to social, environmental and political factors using appropriate statistical methods and comparing data from different sources and samples. |
| AS: 11.1.2. Relate calculated answers correctly and appropriately to problem situations. |  | AS: 11.2.2. Draw graphs as required by the situations and problems being investigated. |  | AS: 11..3.2. Convert units of measurement between different scales and systems . |  | AS : 11.4.2. Choose and interpret the use of methods to display data in statistical charts and graphs. -Tallies, tables, pie chart, single and compound bar graphs, line graphs and ogives |
| AS: 11.1.3. Investigate and determine entrepreneurship by calculating income and expenditure, profit and loss and | $\checkmark$ | AS: 11. 2.3. Critically interpret tables and graphs of relationships between two variables in a variety of real-life | $\checkmark$ | AS: 12.3.3. Use and interpret scale drawings of plans to represent and identify views, estimate and calculate values |  | AS: 11.4..3. Compare data using measures of central tendencies \& spread - mean, median, mode, variance, |


| determining optimal selling <br> prices, checking profit margins |  | and simulated situations |  | according to scale. <br> quartiles. |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
|  |  |  | AS: 11..3.4. Use grids to <br> determine locations and <br> describe relative positions. | AS: 11.4. 4. Critically interpret <br> two sets of data to draw <br> conclusions on problems <br> investigated and make <br> predictions. |  |
|  |  |  |  | AS: 11.3.5. Use basic <br> trigonometric ratios - sine, <br> cosine and tangent to interpret <br> and solve problems. | AS: 11.4.5. Make and test <br> predictions of compound <br> outcomes in games and real-life <br> situations by estimating basic <br> probabilities; and drawing tree- <br> diagrams. |
|  |  |  | AS: 12.3.6. Recognise, <br> visualise, describe and compare <br> geometrical figures and solids. | AS: 11.4.6. Manipulate data in <br> different ways to justify <br> opposing conclusions. |  |


|  | Teacher Activity | Learner Activity | Assessment | Resources |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
| Activity 1 <br> Taxi Business | Make a scenario of a taxi <br> business with table of <br> income and expenditure | Learners read with understanding the <br> scenario, they then fill in gaps in the table, <br> use the table to draw a line graph of income <br> and expenditure. They then find out where <br> they meet ( break even point ) | Peer, teacher, <br> Class work, home work, <br> memo | Worksheet with <br> scenario, graph <br> paper, pen and <br> pencil, ruler |  |
| Activity 2 <br> Cell phone <br> packages | Provides learners with an <br> advertisement of cell phone <br> package ( MTN, Vodacom, <br> Cell C, Telkom ), and table <br> of peak and off peak hours, <br> Each group work with one <br> of the above company. | Learners fill in the table and make a graph, <br> they then report to the whole class, and <br> compare the prices and make best choices. | Group, teacher, class <br> work, home work, <br> memo | Cell phone <br> advertisement, |  |
| Activity 3 <br> Electricity | Provides an electricity bill <br> to learners and questions | They interpret the electricity bill in pairs <br> and then answer the given questions | Peer, teacher, | Electricity bill, |  |
| ruler, paper, |  |  |  |  |  |


| tariffs | based on the electricity bill | individually | Class work, home work, <br> memo | pen pencil |
| :--- | :--- | :--- | :--- | :--- |
| Home work. |  |  |  |  |
| Expanded <br> opportunities: | Explore other businesses |  |  |  |
| Teacher <br> Reflections. |  |  |  |  |

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| SUBJECT: MATHEMATICAL LITERACY. GRADE 11. |  |  | LESSON PLAN 3. T | TERM 3 | TIME: 9 HOURS. |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Content: Graphs. |  |  | Context : Socio - economic and business, health |  |  |  |
| Link with previous lesson : Profit and loss |  |  |  |  |  |  |
| KNOWLEDGE (K): graphs <br> SKILLS (S): drawing graphs, interpret <br> VALUES (V): appreciation for represent of socio - economic graphs |  |  |  |  |  |  |
| LO 1. Numbers and operations in context <br> The learner is able to use knowledge of numbers and their relationships to investigate a range of different contexts which include financial aspects of personal, business and national issues. | LO 2: Functional Relationships. The learner is able to recognise, interpret, describe and represent various functional relationships to solve problems in real and simulated contexts. |  | LO 3: Space, Shape \& Measurement. The learner is able to measure, estimate and calculate physical quantities and to interpret, describe and represent properties and relationships between 2- and 3dimensional objects. |  | LO 4: Data Handling. The learner is able to collect, summarise, display and analyse data and apply knowledge of statistics and probability to communicate, justify \& predict findings and draw conclusions. |  |
| AS: 11.1.1. Find ways to explore and analyse numerically based situations by estimating, , calculating, checking results, rounding off and working with exponents and roots. | AS: 11.2.1.Work with numerical data and formulae in a variety of real-life situations to - find break-even points find optimal ranges. |  | AS: 11.3.1. Solve problems in 2-dimensional and 3dimensional contexts by estimating, measuring and calculating: lengths, distances, areas, perimeter, volumes and surface areas of figures \& solid |  | AS: 11.4.1. Investigate problems on issues related to social, environmental and political factors using appropriate statistical methods and comparing data from different sources and samples. |  |
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| determining optimal selling <br> prices, checking profit margins |  | and simulated situations |  | standard deviation and <br> quartiles. |
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|  |  |  | AS: 12.3.6. Recognise, <br> visualise, describe and compare <br> geometrical figures and solids. | AS: 11.4.6. Manipulate data in <br> different ways to justify <br> opposing conclusions. |


|  | Teacher Activity | Learner Activity | Assessment | Resources | Date completed |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Activity 1 <br> Drawing graph by hand / technology ( Socio economic ) e.g. Sports and recreation. | Provide scenarios with tables <br> Eg. Games played vs scores, Attendance at cinemas vs days of the week, number of learners participating in different sports, etc. | Learners use the tables to draw graphs by hand / technology. <br> Use graphs to draw conclusions. | Class work <br> Home work <br> Memo <br> Individual work | Text books, news papers, Magazines, graph paper ruler, pencil, rubber, pen |  |
| Activity 2 Drawing graph by hand / technology (business) | Provide scenarios with tables. <br> Eg. Effect of petrol price on transport costs, exchange rates on import and export, etc. | Learners use the tables to draw graphs by hand / technology. <br> Use graphs to draw conclusions. | Class work <br> Home work <br> Memo <br> Individual work | Text books, news papers, <br> Magazines, graph paper ruler, pencil, rubber, pen |  |


| Activity 3 <br> Drawing graph by hand / technology ( Health ) e.g. rate of HIV infections | Provide a scenarios with tables <br> Eg. death rate in different countries, HIV infection rate in years. | Learners use the tables to draw graphs by hand / technology. <br> Use graphs to draw conclusions. | Class work <br> Home work <br> Controlled test <br> Memo <br> Individual work | Text books, news papers, Magazines, graph paper ruler, pencil, rubber, pen |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Home work. |  |  |  |  |  |
| Expanded opportunities: | Learners bring scenarios | with table from media and draw graphs |  |  |  |
| Teacher Reflections. |  |  |  |  |  |

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|  |  |  |  | determine locations and <br> describe relative positions. <br> two sets of data to draw <br> conclusions on problems <br> investigated and make <br> predictions. |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
|  |  |  | AS: 11.3.5. Use basic <br> trigonometric ratios - sine, <br> cosine and tangent to interpret <br> and solve problems. | AS: 11.4.5. Make and test <br> predictions of compound <br> outcomes in games and real-life <br> situations by estimating basic <br> probabilities; and drawing tree- <br> diagrams. |  |
|  |  |  |  | AS: 12.3.6. Recognise, <br> visualise, describe and compare <br> geometrical figures and solids. | AS: 11.4.6. Manipulate data in <br> different ways to justify <br> opposing conclusions. |


|  | Teacher Activity | Learner Activity | Assessment | Resources |
| :--- | :--- | :--- | :--- | :--- | :--- |
| Activity 1 <br> Interpretation of <br> graphs | Teacher refers learners to <br> graphs drawn in previous <br> lessons and give <br> questions based on <br> graphs. <br> Provide other graphs <br> from various sources <br> with questions based on <br> the graphs. | Learners use the graph drawn in the previous <br> lesson and answers the questions. <br> questions and make conclusions. | Text books, <br> news papers, <br> Magazines, <br> graph paper <br> ruler, pencil, <br> rubber, pen |  |
| Activity 2 |  |  |  |  |


| Activity 3 <br> Estimating input <br> and output values | Provide learners with <br> incomplete tables and ask <br> them to estimate then <br> calculate. | Learners estimate values then calculate values <br> to verify the estimation. | Class work <br> Home work <br> Memo | Text books, <br> news papers, <br> Magazines, <br> (Erase some <br> values in the <br> tables taken <br> from the <br> above), pencil, <br> rubber, pen |
| :--- | :--- | :--- | :--- | :--- |
| rome work. |  |  |  |  |
| Expanded <br> opportunities: | Gifted learners are given more challenging problems and remedial work for the struggling learners. |  |  |  |
| Teacher <br> Reflections. |  |  |  |  |

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|  |  | determine locations and describe relative positions. | two sets of data to draw conclusions on problems investigated and make predictions. |
| :---: | :---: | :---: | :---: |
|  |  | AS: 11.3.5. Use basic trigonometric ratios - sine, cosine and tangent to interpret and solve problems. | AS: 11.4.5. Make and test predictions of compound outcomes in games and real-life situations by estimating basic probabilities; and drawing treediagrams. |
|  |  | AS: 12.3.6. Recognise, visualise, describe and compare geometrical figures and solids. | AS: 11.4.6. Manipulate data in different ways to justify opposing conclusions. |


|  | Teacher Activity | Learner Activity | Assessment | Resources | Date completed |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Activity 1 Simple interest | Give learners previous question papers and exemplars to revise questions on simple interest. | Answer problems based on simple interest. First in pairs then individually. They also look for problems of the same concept in study guides. | assignment | Question papers and exemplars Study guides |  |
| Activity 2 Compound interest | Give learners previous question papers and exemplars to revise questions based on compound interest. | Answer problems based on simple interest. First in pairs then individually. They also look for problems of the same concept in study guides. | assignment | Question papers and exemplars Study guides |  |
| Activity 3 Ratio and proportion | Give learners previous question papers and exemplars to revise questions on ratio and proportion. | Answer problems based on simple interest. First in pairs then individually. They also look for problems of the same concept in study guides. | assignment | Question papers and exemplars Study guides |  |
| Home work. |  |  |  |  |  |


| Expanded <br> opportunities: | More challenging problems for the gifted, and remedial for challenged learners, individual attention |
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| Teacher |  |
| Reflections. |  |

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