



Maths Resources Catalogue

Designed by Teachers

Curriculum Compliant

Ready-to-use



- +44 (0)1502 52 55 88
- info@propeller.education
- www.propeller.education

 Propeller®
Take learning further



What do schools think?

“I liked having the Learning Objectives and National Curriculum links on the front of the game – it helps adults and parents understand what is expected of their child in this year group.”

Spintelligence, Rocklands Community Primary School

“Using the boards provided a quick and easy assessment opportunity and instantly identified areas of weakness, as well as strengths.”

Rapid Recall Whiteboards, Mundesley Junior School

“These are brilliant! The children really enjoyed playing with them and used them in all sorts of ways.”

Spintelligence, Great Ellingham Primary School

“They are engaging, quick to set up, and challenge the children to think about numbers in different ways. I will continue to use them.”

Rapid Recall Whiteboards, Brook Primary School

“The kind of resource you would spend hours looking for on the internet, and then would only find one game. Amazing that these games fulfil so many objectives across the concept and are far superior to ones found on the internet.”

Cracking Concepts, Rhodri Thomas

“I would recommend it to a friend any age and any ability during maths because it can really help them and make them feel more confident when doing sums around other people.”

*Rapid Recall Whiteboards, Mundesley Junior School
Student in Year 6*



All of our products are:

Ready-to-use, straight out of the box, with minimum lesson prep

Created by teachers and tested by children to save you hours of time!

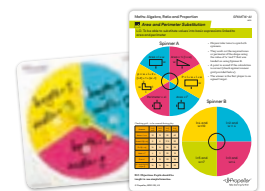
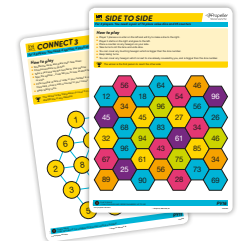
Clearly linked to the National Curriculum and accompanied by teaching activities



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All prices in this catalogue are excluding VAT



Rapid Recall Whiteboards

e-Books

Cracking Concepts

Roman Numeral Dice Kit

Propeller Pots

Spintelligence

Concept-in-a-Pocket

Curriculum Resources and Accessories

Who are Propeller?

Propeller makes meeting National Curriculum objectives in Primary Schools easy and engaging. We seek out inspiring teachers, schools and education professionals to help us develop the best resources possible.



Propeller Evaluation Schools

Propeller Evaluation Schools have signed up one of their classes to take part in our Rapid Recall Evaluation Project, in which they use the boards for an hour per week over a 10-week period. Before and after the project, the classes take a pre and post-test to see the impact that the boards can have in just 10 weeks.

Over 33 schools have taken part in our Evaluation Projects. The results have been incredible, and the feedback has helped us to develop our resources further.

If you're interested in being an Evaluation School, visit: www.propeller.education/evaluation-schools/

Propeller Pilot Schools

Our Pilot Schools test our existing and new, prototype resources in their classrooms.

All the feedback we get from our Pilot Schools feeds into our current and future product development, so we can make sure we're always bringing relevant and useful resources into your classroom.

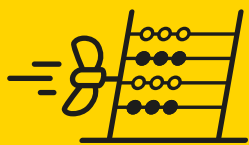
If you're interested in becoming a Pilot School, visit: www.propeller.education/pilot-schools/

Propeller Ambassadors

We also work alongside our Propeller 'Ambassadors'. Our Ambassadors are CPD trainers, consultants, subject specialists and teachers who have hands-on experience with our products and take them out and about with them to share with others.

To meet our Propeller Ambassadors visit: www.propeller.education/ambassadors/

 **Propeller**[®]
Take learning further



What are the Rapid Recall Whiteboards?



1 Every board has a specified range of numbers in the top left-hand corner under a colourful shape. Pick a number from this range and tell students to write this number every time they see the shape.

2 Fill out the board! Students can work alone, in pairs, against the clock, or even as a whole class to answer all the questions.

3 Mark them! Marking the board is a great opportunity to see where the gaps in a student's knowledge are.

Rapid Recall Whiteboards have been designed by teachers to promote discussion, maintain fluency, and develop mastery in primary maths.

- Easy-to-use
- Curriculum Compliant
- Made by Teachers
- Hassle-free Assessment
- Online Answers


The double-sided, A3 drywipe boards cover key National Curriculum Number objectives for each year group, while still revising the previous years' concepts.

Simply change the starting number on your whiteboard to change the challenge!

To help you match the board to the lesson's objective, curriculum maps of each board are available to download with every purchase.



This Year 6 Rapid Recall Board (Side A) covers the following National Curriculum objectives:

 (30 to 90)	Label the number line and draw an arrow to estimate $\frac{\text{circle}}{10} \div 10$. Round to the nearest whole number. To round any whole number to a required degree of accuracy To perform mental calculations, including with mixed operations and large numbers													
$\div 1 =$ <input type="text"/> To undertake mental calculations with increasingly large numbers and more complex calculations Pupils continue to use all the multiplication tables to calculate mathematical statements in order to maintain their fluency $\div 5 =$ <input type="text"/>	$\div 10 =$ <input type="text"/> $\div 100 =$ <input type="text"/> To develop the connections that pupils make between multiplication and division... $\times 10 =$ <input type="text"/> $\times 100 =$ <input type="text"/>	$+ 50 = 150 -$ <input type="text"/> $60 - 150 =$ <input type="text"/> To be introduced to the use of symbols and letters for equivalent expressions (for example, $a + b = b + a$) $\div 4 =$ <input type="text"/> $\times 10 =$ <input type="text"/> $\div 10$	Work out all the factor pairs of <input type="text"/> To identify common factors, common multiples and prime numbers											
Start with <input type="text"/> Divide it by 10 To undertake mental calculations with increasingly large numbers and more complex calculations Double answer To round any whole number to a	<input type="text"/> is a multiple of (circle) <table border="1"> <tr> <td>1</td> <td>To identify common factors, common multiples and prime numbers</td> <td>5</td> <td>6</td> </tr> <tr> <td>7</td> <td>8</td> <td>9</td> <td>10</td> </tr> <tr> <td>11</td> <td>12</td> <td></td> <td></td> </tr> </table>	1	To identify common factors, common multiples and prime numbers	5	6	7	8	9	10	11	12			List the first 10 square numbers and circle any which are between <input type="text"/> and 100 Pupils continue to use all the multiplication tables to calculate mathematical statements to maintain their fluency...
1	To identify common factors, common multiples and prime numbers	5	6											
7	8	9	10											
11	12													



Rapid Recall A3 Whiteboard Kits

What pack sizes are available?

5 Pack

£25.00

15 Pack

£70.00

30 Pack

£135.00



180 Pack

£795.00

30 boards of each
year group



Rapid Recall Whole School Monster Pack

Monster Pack includes 180
boards (30 of each) 180
drywipe pens, and 180 erasers
for one value price

RR6P30 Pack of 180 £795.00

Easy-to-use

Covers Number Objectives

Made by Teachers

Visual Stress Friendly

What does my kit include?



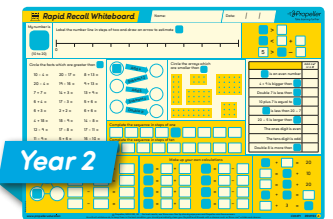
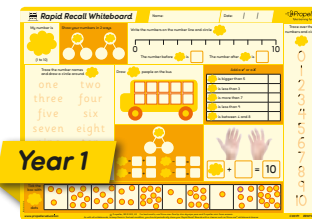
Online Interactive Answers



When you buy Rapid Recall Whiteboards, you'll receive:

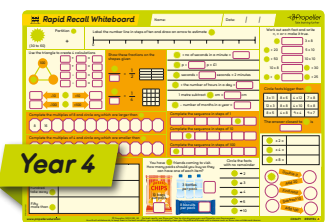
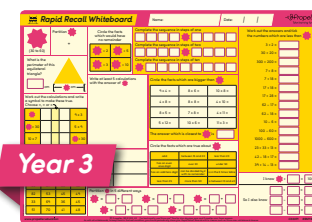
- Access to the Online Answers Portal
- Curriculum Objectives clearly matched to every section of each board
- Pens and erasers in every pack, and Show-me® MAGIX™ Cleaner and Conditioner in packs of 15, 30 and MONSTER 180
- Teacher Guidance Materials filled with free support, ideas and advice

Simply find your board below, choose the pack size, and get learning!



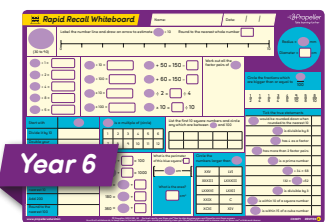
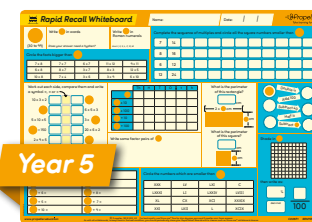
C001P5	Pack of 5	£25.00
C001P15	Pack of 15	£70.00
C001P30	Pack of 30	£135.00

C002P5	Pack of 5	£25.00
C002P15	Pack of 15	£70.00
C002P30	Pack of 30	£135.00



C003P5	Pack of 5	£25.00
C003P15	Pack of 15	£70.00
C003P30	Pack of 30	£135.00

C004P5	Pack of 5	£25.00
C004P15	Pack of 15	£70.00
C004P30	Pack of 30	£135.00



C005P5	Pack of 5	£25.00
C005P15	Pack of 15	£70.00
C005P30	Pack of 30	£135.00

C006P5	Pack of 5	£25.00
C006P15	Pack of 15	£70.00
C006P30	Pack of 30	£135.00

Contents in each kit:

Small Kit contains:	Med Kit contains:	Class Kit contains:	Item
5	15	30	Rapid Recall A3 Whiteboards (all the same board)
5	15	30	Fine Point Show-me® Pens
5	15	30	Mini Foam Drywipe Erasers
-	1	1	Show-me® MAGIX™ Whiteboard Cleaner
✓	✓	✓	Interactive Online Answers
1	1	1	Set of Teacher Guidance Materials

Access to the Interactive Online Answers Portal for the Rapid Recall Whiteboards is included in every kit

How do I mark the boards?

1 Go to the portal: www.propeller.education/answers/

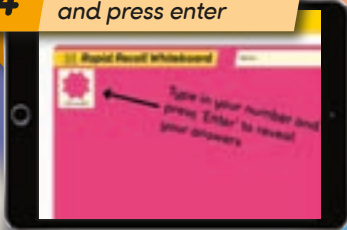
2 Choose your board



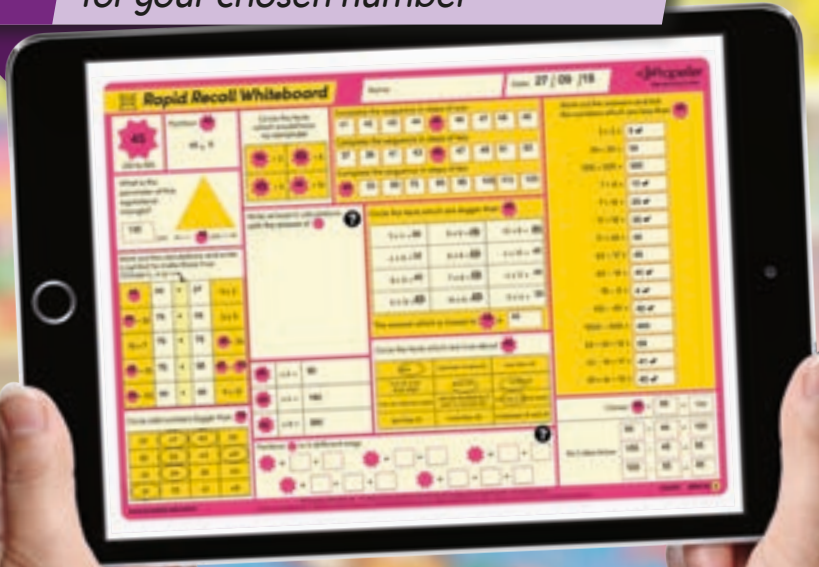
3 Choose side A or B



4 Type in your number and press enter



5 The answers will instantly appear for your chosen number



How else can I mark the boards?



Silent Assassin

The teacher, or a chosen child, moves around the room as the class complete the boards.

When they see an answer that they disagree with, they silently remove the answer from the board and move away. The children working on the board can then revisit the question.

At the end of the session, children could be asked to explain why they had made the error and how they reviewed it.



Focused Marking

If all children work on the same number, the teacher may ask them to complete the board in a certain order.

They might then choose to mark the first one or two sections with the class to allow time to explore concepts in greater depth.



Off the Board

The whole class use the same number on their boards and at the end of the session, the teacher shows the answers on the IWB and the children mark.

Once marked, the teacher asks children to vote for the section they found most difficult.

This then informs the focus of teaching for the next session, or could allow for a follow up session with a specific group of children on a chosen concept.



Paired Marking

Children work on the boards individually but must work on the same number as their partner. Before they begin, they could even decide as a pair the order in which they will complete one side of the board.

At the end of the timed session, the children compare and discuss their answers.

How do I make the most from my Rapid Recall Whiteboards?

There's no set way to use the Rapid Recall Whiteboards, and we love to hear of the new ways that classes are using them. Some of our favourites include the 'Pilot and Navigator', the 'Timed Snapshot', and 'Everybody In'.

The Pilot and Navigator

This approach is a great way to encourage mathematical discussion and develop reasoning skills. It also promotes the regular use of mathematical vocabulary, and models good practice between pupils.

Step 1 Students should sit in pairs and decide between them who is the 'Pilot' and who is the 'Navigator'

Step 2 The 'Navigator' should work out the answer to the questions and explain to the pilot how they reached their answer

Step 3 Once the 'Pilot' is convinced the answer can be written down and, after one section is complete, the students can swap roles

You can mix this method up by changing the names. Why not be the Professor and the Scribe or the Sorcerer and the Apprentice? Can you think of any others?

The Timed Snapshot

As the teacher, you pick a number from the range specified, and pick a time limit for completion. Explain to your pupils that they can complete the board in any order they choose, but must complete as much as they can in the time given.

When the time is up, you can easily assess the following:

- How much of the board was completed?
- How many questions were completed correctly?
- Why were questions missed?
- Were there any misconceptions?

This is a great tool for quick visual assessment. The parts of the board that are incomplete are often the areas of maths that the pupils find the most difficult.

Everybody In

Changing the starting number provides easy differentiation and allows every child in a class to access the boards, no matter their level of ability.

The choice of number can greatly vary the difficulty of the board. For example, using a multiple of ten is far simpler than choosing to use a prime number.

Working with different numbers can help children feel in control of their learning. They can feel confident in the knowledge that they can erase wrong answers easily.



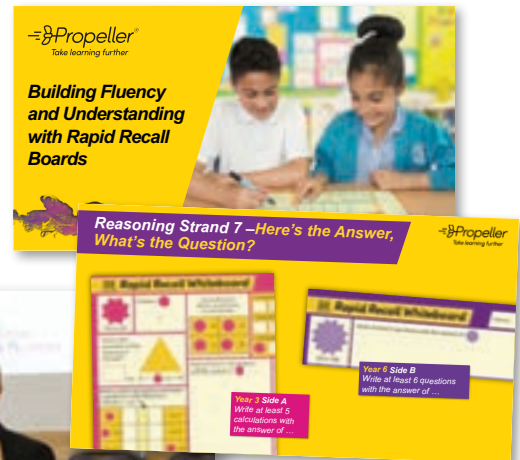


How do the Rapid Recall Whiteboards...

Improve Teaching?

We like to think that anyone can pick up the Rapid Recall Whiteboards and use them in a lesson, and that's what makes them so easy and great for lesson starters and cover lessons. We also think though, that they're great for informing whole lessons and schemes of work too.

To make sure you're fully informed on all the ways you can use the Rapid Recall Whiteboards, we've made CPD videos and presentations that you can use and share around your school. They're accessible for parents too, so you can let them know what you're doing in class.



For teacher and learning materials visit:
www.propeller.education/rapid-recall-whiteboards/

Improve Learning?

We know that 'mastery' is a key focus in lots of primary classrooms. The Rapid Recall Whiteboards are a great base for developing mastery skills by either focusing on one section of the board in lots of detail, or by working with specific mastery questions when tackling the boards.

Focusing on One Section

Focusing on just one section of the board is a great opportunity to delve deeper into the mathematics on offer. These focused opportunities will help your pupils make connections and develop understanding and mastery of the mathematics involved.

Could you take a section further by using manipulatives?

What happens if you use a number not in the range stated on the board. Do all of the sections still work? Why/why not?

Working with Mastery Questions

- What is the same? What is different?
- And another, and another...
- What do you notice?
- If I know this, I also know...

All these questions work well with the Rapid Recall Whiteboards. We've made a whole booklet of these questions – you can download them on our website by visiting the 'Take Rapid Recall Whiteboards Further' page.





Propeller Downloads and e-Books

Keen to try our materials with your class? Why not give our downloads and e-Books a go? Choose between a single subscription or buy a licence for your whole school to share.

FROM

£1.75

INDIVIDUAL USER

FROM

£5.00

WHOLE SCHOOL SITE LICENSE

Thanks for downloading Multiplication Resources

We've compiled 10 of our favourite go versions that you can use to tailor the Below you'll find a list of all the games you'll need to play them.

Page No.	Game Name
3.3.3	Fill Them In (+ Blank Template)
4.8.5	Horoshoe (+ Blank Template)
6.8.7	Top of the Pole (+ Blank Template)
8.8.9	3-in-a-Row (+ Blank Template)
10.9.1	Matching Answers (+ Blank Template)
12.9.13	Cover Up (+ Blank Template)
14.9.15	Bump or Double (+ Blank Template)
16.9.17	Connect 3 (+ Blank Template)
18.9.19	Connect 5 (+ Blank Template)
20.9.21	Hit the Target Game

KS1 Games to Master Multiplication
e-Book contains 10 games and 10 adaptable game templates

TEACHING ANSWERS

THE BUMP OR DOUBLE

HORSHOE

CONNECT 3

CONNECT 5

How do I use the...
The blank templates of...
of the activities to...
out the existing num...
times table or make...
or smaller to make...
Remember to chang...
The stands for...

Don't have a...
You will need...
• A pencil
• A propeller
Simply pop your paperclip on...
edge of it, you should be able to fit the paperclip...

www.propeller.education
@propeller_learn

Description	Individual	Site license
10 x KS1 Games to Master Multiplication	£3.33	£10.00
10 x KS2 Games to Master Multiplication	£3.33	£10.00
10 x KS1 Games to Develop Addition and Subtraction using 1-6 Spotted Dice	£3.33	£10.00
10 x KS1 Games to Develop Number using 1-6 Spotted dice	£3.33	£10.00
10 x LKS2 Games to Develop Place Value using Place Value Dice	£3.33	£10.00
10 x KS2 Spinner Games to Develop German (Greetings, Colour and Numbers)	£3.33	£10.00
10 x KS1 Teaching Activities to Develop Place Value and Calculation using Counters	£1.75	£5.00
10 x Teaching Activities to Develop Phase 2 Phonics	£1.75	£5.00

To explore our full range of e-Books, visit: www.propeller.education/ebooks



Free Downloads

2 x Times Tables Loop Cards

Start	2 x 2	4
20	2 x 7	14
18	2 x 1	2
22	2 x 5	10
0	2 x 8	16
24	2 x 6	12
6	2 x 4	8

Target Boards

2	7
16	9
22	3
18	4

Target Board Fractions

$\frac{1}{2}$	$\frac{7}{100}$	$\frac{3}{5}$	$\frac{1}{10}$
$\frac{1}{100}$	$\frac{1}{4}$	$\frac{1}{5}$	$\frac{7}{10}$

Year 6 - I Can Objectives Tick Sheet

Equivalent Fractions, Decimals and Percentages

Fraction	Decimal	Percentage	Image
$\frac{1}{2}$	0.5	50%	
$\frac{1}{4}$	0.25	25%	
$\frac{3}{4}$	0.75	75%	

To explore all of our free downloads, visit: www.propeller.education/downloads



Cracking Concepts Whiteboard Games Kits

20 ready-to-use games in every kit!

These fantastic whiteboard games have been created by a senior Maths Consultant. Each classkit contains 20 assorted games that focus on a key concept from the Maths National Curriculum, plus all the equipment you need to play all games simultaneously.

Children learn to 'Crack the Concepts' as they play. They develop fluency, recall and reasoning skills, and they have so much fun they don't realise they're learning!

All 20 games in every kit are:

- Clearly linked to the 2014 National Curriculum
- Ready-to-use: all equipment, including a teacher handbook, is supplied and clear instructions are printed on every game
- Great for the whole class, intervention groups, and parental involvement
- Developed for children to practice and apply key concepts and skills
- Created to promote discussion, engagement, and strategic thinking
- Versatile - each game has a plain reverse for regular classroom use

CONNECT 3
For 2 players. You need: a spinner, a pack of cards

How to play

- Shuffle the cards and place them face down.
- Choose someone to go first.
- Take a card and say the number to your partner.
- Spin the spinner - it will tell you to look at either tens or units.
- If the number of tens or units in your number is visible on the board, cover it with a counter in your colour.
- Keep taking turns.

The winner is the first person to cover 3 in a straight line in any direction

SIDE TO SIDE

For 2 players. You need: a pair of TU place value dice and 35 counters

How to play

- Player 1 places a counter on the left and will try to make a line to the right.
- Player 2 starts on the right and goes to the left.
- Place a counter on any hexagon on your side.
- Take turns to roll the tens and units dice.
- You can cover any touching hexagon which is bigger than the dice number.
- Keep taking turns.
- You can cover any hexagon which is next to one already covered by you, and is bigger than the dice number.

The winner is the first person to reach the other side

PLACE VALUE
I CAN TALK ABOUT THE NUMBER OF TENS AND UNITS IN A NUMBER

© Propeller Education

PV16

© Propeller Education



ONLY
£65.00
 PER CLASS KIT

Everything you need in every kit!



Cracking Concepts

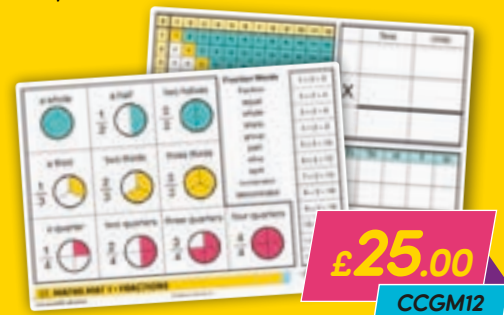
Simply find your year group below, choose the concept, and get playing!

Code	Description	Price
Key Stage 1 (Years 1 & 2)		
CCG005KIT	Place Value 2-Digit Numbers Classkit	£65.00
CCG010KIT	Addition and Subtraction Bonds to 20 Classkit	£65.00
CCG015KIT	Addition and Subtraction 2 Digit Numbers Classkit	£65.00
CCG020KIT	Table Facts 2, 5 and 10 Classkit	£65.00
CCG025KIT	Fractions Classkit	£65.00
CCGKS1	SUPER BOX - All 5 x KS1 Classkits plus 16 x FREE Maths Mats	£325.00
Lower Key Stage 2 (Years 3 & 4)		
CCG030KIT	Place Value 3 and 4-Digit Numbers Classkit	£65.00
CCG035KIT	Addition and Subtraction 3 & 4-Digit Numbers Classkit	£65.00
CCG040KIT	Table Facts up to 12 x 12 Classkit	£65.00
CCG045KIT	Fractions Classkit	£65.00
CCG050KIT	Decimals Classkit	£65.00
CCGLKS2	SUPER BOX - All 5 x LKS2 classkits plus 16 x FREE Maths Mats	£325.00
Upper Key Stage 2 (Years 5 & 6)		
CCG055KIT	Place Value up to 8-Digit Numbers Classkit	£65.00
CCG065KIT	Multiples, Factors, Primes, Square & Cube Numbers Classkit	£65.00
CCG070KIT	Fractions Classkit	£65.00
CCG075KIT	Decimals Classkit	£65.00
CCG080KIT	Algebra Classkit	£65.00
CCG085KIT	Mixed Operations Classkit	£65.00
CCGUKS2	SUPER BOX - All 6 x UKS2 Classkits plus 16 x FREE Maths Mats	£390.00
All Key Stage Bands		
CCGM12	16 x Maths Mats (All Key Stage Bands covered)	£25.00
CCGMMKS	WHOLE SCHOOL MONSTER PACK This huge pack contains all 16 classkits from all 3 keystage bands, plus 48 FREE Maths Mats	£995.00

Included in each Classkit:

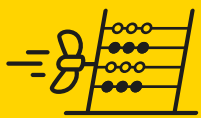
Quantity	Item
20	20 x Assorted A4 Whiteboard Games (with plain whiteboard reverse)
1	1 x Assorted Set of Accessories - enough to play all the games simultaneously, including dice, spinners, cards and more
1	1 x Teacher Guidance Booklet
1	1 x Gratnells Tray, suitable for most classroom storage units

Pack of 16 x Double-sided A4 Write & Wipe Maths Mats also available



£25.00
 CCGM12

Ideal for use alongside the games, these heavy duty wipe clean card mats provide vital scaffolding to allow children to work confidently on independent tasks.



Roman Numeral Dice Kit

20 ready-to-use games in every kit!

Our 52-piece Roman Numeral Dice Kit supports teachers in delivering the KS2 National Curriculum Roman Numeral objectives.

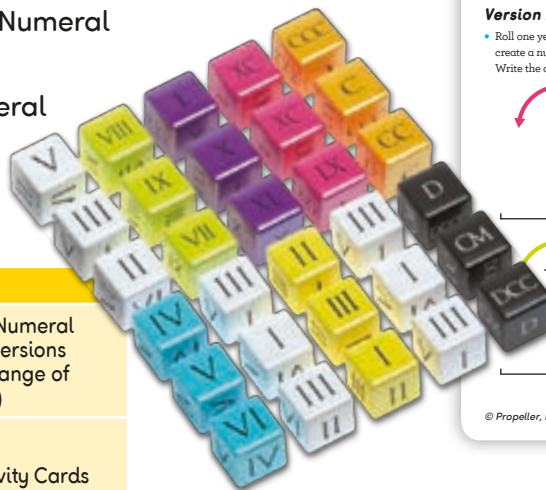
Each kit has been designed by a Primary Maths specialist and includes 20 fun games and activities to help students explore Roman Numerals.

All games...

- Are numbered - earlier games focus on developing a basic understanding, and later games require deeper knowledge
- Are compliant with Roman Numeral Curriculum objectives
- Have a handy Roman Numeral Place Value chart printed on the reverse

Included in each kit:

Quantity	Item
30	Assorted Roman Numeral Dice (8 different versions covering a wide range of Roman Numerals)
20	Write & Wipe Activity Cards
1	National Curriculum Activity Map Card
1	Fine Point Drywipe Pen



Code	Kit Description	Price
RNDK30	Roman Numeral Dice Kit	£15.00

ONLY
£15.00
52-PIECE KIT

Roman Numerals Dice Kit RNDK30 15 KS2

Next Door Neighbours

For 1 Player. You need: Version 1 - one yellow, blue, purple and pink dice, one drywipe pen. Version 2 - one yellow, blue, purple, pink, orange and black dice, one drywipe pen.

Version 1

- Roll one yellow, blue, purple and pink dice. Adding as many of the dice as possible, create a number in Roman numerals and write it in the middle box. Write the other numbers in the sequence using Roman numerals.

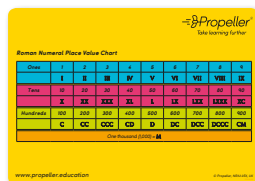
Version 2

- Roll one yellow, blue, purple, pink, orange and black dice. Adding as many of the dice as possible, create a number in Roman numerals and write it in both middle boxes. Write the other numbers in the sequence using Roman numerals.

Propeller
Take learning further

© Propeller, NR32 2EX, UK

20 Ready-to-use games in every kit!



The reverse of each card has a handy Roman numeral place value chart





Propeller Pots

NEW
FOR 2019

The new Propeller Pots range is a collection of classroom essentials that every teacher should have. Each pot and its contents can engage students in maths and reinforce key number skills across all year groups and levels of ability.

Each screw top pot is filled with a variety of dice and counters, including place value, Numero and large dice as well as single and double-sided counters.

Empty pots are available too, and are ideal for keeping your classroom and workspace tidy and organised.



- Bright yellow lids will brighten up your classroom
- Simple screw top lids for children to independently access each tub
- Variety of pot and pack sizes available
- Pots are clearly labelled, so you know what's in (and what needs to go back into!) each one
- Empty pots available too

Empty Pots

- Available in 4 handy sizes
- Keep dice, counters, money, stationery, sweets and much more tidy and organised
- Blank labels so you can fill in the contents of the tub yourself



Code	Description	Price
J4256	425ml Round Jar with Screwtop Lid (Pack of 6)	£12.00
J42512	425ml Round Jar with Screwtop Lid (Pack of 12)	£24.00
J6505	650ml Round Jar with Screwtop Lid (Pack of 5)	£10.00
J65010	650ml Round Jar with Screwtop Lid (Pack of 10)	£19.00
J10004	1000ml Round Jar with Screwtop Lid (Pack of 4)	£11.00
J10008	1000ml Round Jar with Screwtop Lid (Pack of 8)	£22.00
J32005	3200ml Round Jar with Screwtop Lid (Pack of 5)	£15.00
J320010	3200ml Round Jar with Screwtop Lid (Pack of 10)	£30.00

Every pot comes with a link to a free booklet, filled with games and activities to use with your resources



Pots of Counters

- Show patterns, model thinking, and keep track of moves
- Ideal for developing students' conceptual understanding
- Available in single and double-sided varieties
- Accessible by students of all ages
- 'Time to Teach' download link in every pot to inspire effective, quick, and easy ways to use the resources

KEY

NUMBER OF COMPONENTS

SIZE OF COMPONENT

POT SIZE

1000 COUNTERS

25mm

3200ml



CJ1000D £43.00
1000 Double-sided Counters

200 COUNTERS

22mm

425ml



CJ200 £5.50
200 Coloured Counters

300 COUNTERS

25mm

650ml



CJ300D £10.00
300 Double-sided Counters

500 COUNTERS

22mm

1000ml



CJ500 £12.00
500 Coloured Counters

Pots of Dice

- Engage students in maths and reinforce key number skills with dice
- Variety of sides, sizes and pack sizes available

12 DICE

30mm

425ml



PVDJ12 £12.00
12 Large Place Value Dice (4 Sets of H.T.O)

50 DICE

16mm

425ml



NDJ50 £13.00
50 Numero Dice (10 Sets of 5)

42 DICE

14-22mm

425ml



PDJ42 £19.00
42 Polyhedral Dice (7 Sets of 6)

30 DICE

16mm

425ml



DJ71230 £9.00
30 Numbered 7-12 Dice (5 Sets of 6)

40 DICE

27mm

425ml



PVDJ40 £21.00
40 Place Value Dice (10 Sets of Th. H. T. O)

50 DICE

16-27mm

425ml



DMJ50 £15.00
50 Mixed Dice (15 x 1-12, 15 x 0-9, 20 x 1-6 Dice)

40
DICE

18-27mm

425ml

DMJ40 £12.00
40 Mixed Dice (20 x 1-12, 20 x 0-9 Dice)

30
DICE

22mm

650ml

DJ2230 £6.50
30 Spotted 1-6 Dice

30
DICE

22mm

650ml

DJ2230B £10.00
30 Blank Dice

10
DICE

35mm

1000ml

DJ10A £25.00
10 Large Wooden Coloured 1-6 Dice

82
DICE

16-22mm

1000ml

DMJ82 £18.00
82 Mixed Dice (10 x Blank, 60 x Numero and 12 x Spot Dice)

150
DICE

22mm

1000ml

NDJ150 £32.00
150 Numero Dice (30 Sets of 5)

60
DICE

30mm

1000ml

PVDJ60 £45.00
60 Large Place Value Dice (20 Sets of H.T.O)

120
DICE

27mm

1000ml

PVDJ30 £50.00
120 Place Value Dice (30 Sets of Th. H. T. O)

30
DICE

35mm

3200ml

DJ30A £65.00
30 Large Wooden Coloured 1-6 Dice

100
DICE

22mm

3200ml

DJ22100 £15.00
100 Spotted 1-6 Dice

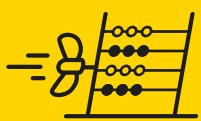
90
DICE

22-30mm

3200ml

DMJ90 £34.00
90 Mixed Dice (30 x Blank, 30 x Large Place Value, 30 x Spot Dice)





Maths Spintelligence

12 ready-to-use activities in every kit!

EVERY game in EVERY spinner kit is:

- Clearly linked to the 2014 National Curriculum
- Child friendly and ready-to-use with clear instructions and learning objectives printed on every activity card
- Designed to be easily used by teachers, TAs, and children
- Created to promote discussion and engagement
- Playable as a whole class, small group, or even as homework

Adaptable: The blank drywipe templates can simplify, explore, and extend the activities

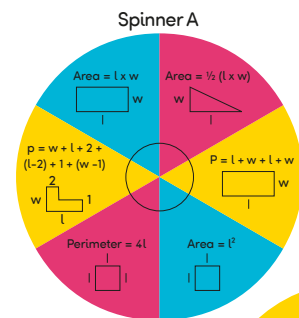


Maths: Algebra, Ratio and Proportion

SPKMT16-A1
UKS2

Area and Perimeter Substitution

L.O. To be able to substitute values into basic expressions linked to area and perimeter



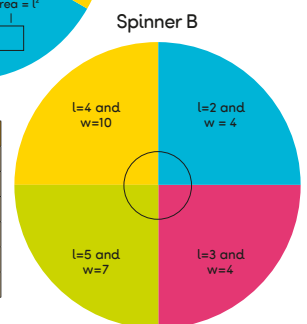
- Players take turns to spin both spinners.
- They work out the required area or perimeter of the shape using the value of 'w' and 'l' that was landed on using Spinner B.
- A point is scored if the calculation is correct (check against answer grid provided below).
- The winner is the first player to an agreed target.

Checking grid - to be covered during play

Answer	l=1 w=5	l=3 w=4	l=5 w=2	l=4 w=10
Area = l x w	10	12	35	40
Area = 1/2 (l x w)	5	6	17.5	20
Per = 2(l + w)	14	14	24	28
Area = l^2	4	9	25	16
Per = 4l	8	12	20	16
P = wh(2l-2) / (h(w-2))	14	14	24	28

N.C. Objectives. Pupils should be taught to use simple formulae.

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Propeller
Take learning further

Included in every 52-piece kit:

Quantity	Item	Quantity	Item	Quantity	Item
24	Ready-to-use Drywipe Activities (2 each of 12 Different Activities)	4	Non-Slip Clear Spinners	24	Assorted Blank Drywipe Templates - Ideal for creating your own activities



ONLY
£15.00
for a 52-PIECE KIT

12 ready-to-use
spinner activities
in every kit!



Simply find your key stage below, choose the topic kit, and get playing!

Code	Key Stage	Kit Description	Price
SPKMT1	KS1	Year 1 - Number	£15.00
SPKMT2	KS1	Year 1 - Calculation	£15.00
SPKMT3	KS1	Year 2 - Number	£15.00
SPKMT4	KS1	Year 2 - Calculation	£15.00
SPKMT5	KS1	KS1 Fractions	£15.00
SPKMT6	LKS2	Year 3 - Number and Place Value	£15.00
SPKMT7	LKS2	Year 3 - Calculation	£15.00
SPKMT8	LKS2	Year 3 - Fractions and Decimals	£15.00
SPKMT9	LKS2	Year 4 - Number and Place Value	£15.00
SPKMT10	LKS2	Year 4 - Calculation	£15.00
SPKMT11	LKS2	Year 4 - Fractions and Decimals	£15.00
SPKMT12	UKS2	Year 5 - Number and Place Value	£15.00
SPKMT13	UKS2	Year 5 - Fractions, Decimals and Percentages	£15.00
SPKMT14	UKS2	Year 6 - Number and Place Value	£15.00
SPKMT15	UKS2	Year 6 - Fractions, Decimals and Percentages	£15.00
SPKMT16	UKS2	Year 6 - Algebra, Ratio and Proportion	£15.00
SPKMTSPA	Multi-Key Stage	WHOLE SCHOOL VALUE PACK - All of the above 16 kits supplied together, ideal for whole school use	£233.50
SPIN10A	Multi-Key Stage	Pack of 10 Spinners in Assorted Colours (Cards not included)	£10.00

An example
of the National
Curriculum objectives
covered in just one kit.

**Year 6 - Algebra,
Ratio and Proportion Kit**
(Code SPKMT16)

- Pupils should be taught to:
- Use simple formulae (Algebra)
 - Generate and describe linear number sequences (Algebra)
 - Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples (Ratio and Proportion)
 - Solve problems with ratio and proportion involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts (Ratio and Proportion)
 - Solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison (Ratio and Proportion)
 - Solve problems involving similar shapes where the scale factor is known or can be found (Ratio and Proportion)
 - Recognise proportionality in contexts when the relations between quantities are in the same ratio (Ratio and Proportion)

Great Value Whole School Maths Pack

All the above packs supplied together, ideal for whole school use.

£233.50
Code: **SPKMTSPA** **SAVE £6.50 WHEN YOU BUY THIS KIT!**





Concept-in-a-Pocket Mastering Maths Kits

50+ ready-to-use templates in EVERY kit!

- EVERY template is clearly linked to 2014 National Curriculum
- Use as a whole class, small group, or as an individual activity
- Each kit covers EVERY objective within the selected topic
- Designed to be easily used for **targeted intervention by TAs**
- Supports pupils' learning through guided practice
- Saves **hours** of the teacher's time - the teacher handbook matches the activity to the planned objective and provides a wealth of teaching ideas for each topic
- Created by a maths specialist in response to the needs of teachers today

Slide any template into one of the drywipe pockets to create a detailed whiteboard activity using key mathematical models and images.

It's as easy as 1, 2, 3...



Choose your template from the photocopiable activity booklet or print straight from the CD provided...










Insert your template into your drywipe pocket...



Start learning!

Included in each kit:

Quantity	Item
2	 Activity Template Booklet with 50 – 90+ Curriculum Compliant Templates
1	 Comprehensive Teacher Guidance Booklet, packed with instructions, ideas, notes and target details
10	 Drywipe Template Pockets (2 of each colour)
1	 CD containing all Activity Templates
10	 Fine Point Drywipe Markers
10	 Mini Foam Erasers
1	 Gratnells Tray, suitable for most classroom storage units



Everything you need in every kit! ▶

Simply find your year group, choose your kit, and start learning!

Code	Description	Price	
C07CAL	Calculation Classkit complete with 90 activity templates that cover all the key N.C. objectives including: number bonds to 20 & related facts to 100; adding tens to a two-digit number; missing number problems; multiplication & division facts for the 2, 5 & 10 multiplication tables; using mathematical signs (+, -, =, x, ÷); recognising odd & even numbers; plus much more.	£59.00	
C07GSM	Key Stage 1 (Years 1 & 2) Geometry, Statistics & Measures Classkit complete with 72 activity templates that cover all the key N.C. objectives including: properties of 2D & 3D shapes; symmetry; rotation; interpreting & constructing pictograms, tally charts, block diagrams & simple tables; telling & writing the time to the nearest five minutes; using standard units of measure; plus much more.	£59.00	
C07NPVF		Number, Place Value & Fractions Classkit complete with 71 activity templates that cover all the key N.C. objectives including: recognising the place value of each digit in a two-digit number; comparing & ordering numbers from 0 up to 100 using the <, > and = signs; reading & writing numbers to 100 in numerals & in words; recognising, finding & writing the fractions 1/3, 1/4, 2/4 & 3/4; writing simple fractions e.g. 1/2 of 6 = 3; recognising the equivalence of 2/4 and 1/2; plus much more.	£59.00
C07KS1		SUPER BOX - All of the above 3 Key Stage 1 Classkits	£165.00
C08CAL	Calculation Classkit complete with 85 activity templates that cover all the key N.C. objectives including: adding & subtracting numbers with up to four digits using formal written methods; solving missing number problems; multiplication & division facts for multiplication tables up to 12 x 12; using factor pairs; multiplying up to three-digit numbers by a one-digit number using formal written layout; inverse operations; plus much more.	£59.00	
C08GSM	Lower Key Stage 2 (Years 3 & 4) Geometry, Statistics & Measures Classkit complete with 50 activity templates that cover all the key N.C. objectives including: identifying & ordering angles; symmetry; identifying perpendicular & parallel lines; interpreting & presenting data in bar charts, tables, time graphs & pictograms; area & perimeter; reading, writing & converting time; plus much more.	£59.00	
C08NPVF		Number, Place Value & Fractions Classkit complete with 82 activity templates that cover all the key N.C. objectives including: negative numbers; rounding whole & decimal numbers; Roman Numerals to 100; adding & subtracting fractions with the same denominator; dividing by 10 & 100; recognising & writing decimal equivalents; using diagrams to show common equivalent fractions; plus much more.	£59.00
C08LKS2		SUPER BOX - All of the above 3 Lower Key Stage 2 Classkits	£165.00
C09CALA	Calculation & Algebra Classkit complete with 83 activity templates that cover all the key N.C. objectives including: using simple formulae; linear number sequences; identifying common factors, multiples & prime numbers; using long division & multiplication; interpreting remainders; adding & subtracting large numbers using formal written methods; plus much more.	£59.00	
C09GSM	Upper Key Stage 2 (Years 5 & 6) Geometry, Statistics & Measures Classkit complete with 77 activity templates that cover all the key N.C. objectives including: calculating the mean as an average; pie charts & line graphs; translating & reflecting shapes on a coordinate grid; illustrating & identifying parts of a circle; calculating the area of parallelograms & triangles; calculating volumes of cubes & cuboids; plus much more.	£59.00	
C09NPV		Number, Place Value, Fractions, Ratio & Proportion Classkit complete with 93 activity templates that cover all the key N.C. objectives including: calculating percentages; scaling; simplifying fractions; expressing fractions in the denominator; reading, writing & comparing numbers to 10,000,000; using negative numbers in context; plus much more.	£59.00
C09UKS2		SUPER BOX - All of the above 3 Upper Key Stage 2 Classkits	£165.00
C789M	All Key Stage Bands WHOLE SCHOOL MONSTER PACK This huge pack contains all 9 classkits from all 3 keystage bands - a total of 700+ activity templates!	£479.00	



Curriculum Resources

At Propeller, we're all big maths fans, which is why so many of our products focus on numbers. We don't just sell maths resources though. Our Spintelligence range covers 8 subjects and our Concept-in-a-Pocket range covers English as well as Maths.

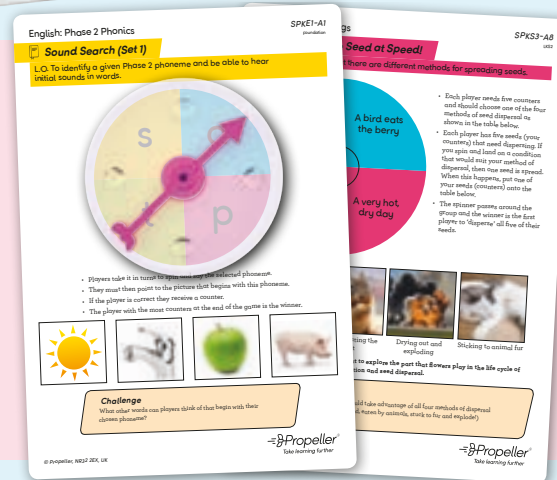
Playground Pictures Outdoor Learning Boards



Concepts-in-a-Pocket, English



Spintelligence Games Kits



Explore our full range of resources at www.propeller.education

Accessories

Fine Point Drywipe Pens

Pack of 250 in a Gratnells Tray. These bestselling Show-me Pens are used in classrooms all over the globe, and have an impressive 24-hour cap-off time and brightly coloured barrels.

Mini Whiteboard Foam Erasers

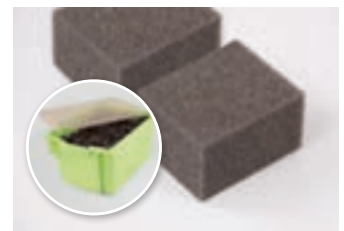
Pack of 220 in a Gratnells Tray. These teeny erasers are perfect for small hands, and their foam surface is ideal for erasing drywipe ink easily. Erasers are approx. 40 x 35 x 20mm each.

Drywipe Activity Pockets

Available in packs of 30 or 100. No classroom should be without these incredibly versatile drywipe pockets.

Show-me® MAGIX™ Whiteboard Cleaner

Pack of 4 x 250ml. MAGIX Whiteboard Cleaner and Conditioner is the most advanced cleaner on the market. Suitable for use on all whiteboard surfaces, and will keep your boards cleaner for longer.











Code	Kit Description	Pack Size	Price
FPCP250	Fine Point Drywipe Pens	Bulk Box of 250	£97.50
PMFE220	Mini Whiteboard Foam Erasers	Bulk Box of 220	£75.00
DTPK30P	Drywipe Activity Pockets	Class Pack of 30	£95.00
DTPK100P	Drywipe Activity Pockets	Bulk Pack of 100	£279.00
WCC4	MAGIX Whiteboard Cleaner	Pack of 4 x 250ml	£38.49



Where to Purchase

Check the table below to see if your usual supplier stocks Propeller resources.

Suppliers								
Product range	 amazon.co.uk	 abcschoolsupplies.co.uk	 creative-activity.co.uk	 hope-education.co.uk	 kcs4education.co.uk	 ypo.co.uk	 espcatalogue.org	 educationsupplies.co.uk
Rapid Recall Whiteboards	✓	✓	✓	✓	✓	✓	✓	✓
Cracking Concept Games	✓	✓	✓	✓	✓			
Spintelligence	✓	✓	✓	✓	✓	✓		
Roman Numeral Dice Kits	✓	✓	✓	✓				
Concepts-in-a-Pockets	✓	✓	✓	✓	✓			
Playground Pictures	✓				✓			
Pots of...	✓							
Accessories	✓	✓	✓	✓	✓	✓	✓	✓



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You will then be invoiced with 30 days to pay.



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For more information, visit www.propeller.education



Propeller,
Eastpoint House,
Rotterdam Road,
Lowestoft,
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