

# Stottesdon C.Of E. Primary School

	9. I know my multiplication and division facts for the 2, 5 and 10x tables (Y2) E.g. $6 \times 2 =$ , $60 \div 10 =$	
	10. I know my multiplication and division facts for the 2, 3, 4, and 10 x tables (Y3)	

## Games and Activities:

### 9 and 10.

- Family Times Table Challenge—see school news (CD of songs/ raps)
- Times tables web sites—<http://www.woodlands-junior.kent.sch.uk/maths/timestable/interactive.htm>
- The number gym - number facts x table challenge.
- [www.tutpup.com](http://www.tutpup.com) - times tables.
- Number Gym—Bond builder and Multiplication tables as before
- Chanting/Singing/Rapping in the car or on a walk
- 10p challenge: As ten random questions for a x table. If they get them right they earn 10p!
- Roll the 1—9 dice and x by the table you are working on.
- Four in a row game in your pack. ( for 2, 3, 4, 5 and 10 times table) **WHEN SECURE WITH X FACTS TURN GAMES ROUND TO PRACTICE DIVISION.**



	11. I know all the doubles and halves for numbers to 20 (Y2) E.g. $17 + 17 =$ , half of 18	
	12. I know the doubles and halves of multiples to 100 (Y3) E.g. double 90, half 160	
	13. I know my odd and even numbers to 100 (Y2)	

## Games and Activities:

### 11 and 12.

- Card game in your pack
- Number Gym game: Mental Maths challenge—copper challenge—Easy/harder doubles and halves
- Throw the 1—20 or multiples of ten dice.



### 13.

- Use your 100 square. Close your eyes. Point to a number. Is it odd or even?
- Car or walk challenge: parent says a two digit number and child decides whether it is odd or even
- Odd and Even Game for two or more players: The winner of the game is the first person to make 2 odd and 2 even numbers. Throw two 1- 9 dice and make a 2 digit number—record on a slip of paper.



**Name:**

**Class: Rea**

I Can Do This	Mental Maths Skill:	I Am Working On This
	1. I know the addition facts for each number to 10 (Y2) E.g. $5 = 4+1, 2+3, 5+0$ $9 = 5+4, 6+3, 2+7, 1+8, 0+9$	
	2. I know the subtraction facts using any number up to 10 (Y2) E.g. $9-5, 8-3$	
	3. I know my addition and subtraction facts for any number up to 20 (Y3) E.g. $9+8, 17-9$	
	4. I can find the sum or difference of any multiple of ten (Y3) E.g. $50+80, 120-90$	

### Games and Activities:

#### 1.

- Throw two 1–6 dice and total them (cover the six if it makes it too challenging).
- Throw one 1–9 dice. How many different ways can you make this number?



#### 2.

- Throw two 0–9 dice subtract the smaller number from the larger number.
- Number Gym game—Bonds To 10: [www.numbergym.co.uk](http://www.numbergym.co.uk). Bond builder and table trainer. Username: stottesdon Password:stotty2010

#### 3.

- Number generator on our Shropshire Learning Gateway Site. [www.shropshirelg.net](http://www.shropshirelg.net). Username:c3108parent Password: Password2009. Choose our school—maths challenge—click on target (If another password box comes up click cancel)
- Number gym game—Bonds of 11–19: details above
- Throw the 1–20 and a 1–9 dice. Find the total or the difference. (to make easier throw two 1–9 dice)

#### 4.

- Throw two 0–9 dice but treat each number as a multiple of 10. Find the total or difference of the numbers. (To make more challenging use the 1–20 dice with a 0–9 dice)
- Number generator on Shropshire Learning Gateway Site as above.

	5. I know all the pairs of multiples of 10 which total 100 (Y2) E.g. $30+70 = , \square + 60 = 100$	
	6. I know what must be added to any two digit number to make the next multiple of 10 (Y2) E.g. $52 + \square = 60$	
	7. I can find all the pairs of numbers that make 100 (Y3) E.g. $32 + 68 = 100, 76 + \square =$	
	8. I know all the pairs of numbers that make 20 (Y2) E.g. $1 + 19, 2 + 18$ etc	

### Games and Activities:

#### 5.

- Number Bond Cards:
  - The object of the game is to put down as many cards as possible using your number bonds to 10 or 100
  - Begin laying a grid that will be  $3 \times 3$
  - As each card is put down check whether you can make 10. If you can, cover the two number bonds eg.  $2 + 8$ .
  - If ten comes up - cover it on its own
  - Pictures are worth nothing but for a bonus if you get a Jack, Queen, King together cover the sequence of three.



#### 6.

- Throw two 0–9 dice to make a two digit number. What do you have to add to make the next ten?
- Using the hundred square close your eyes and point to a number. How many do you have to add to make the next 10?

#### 7.

- Number generator on Shropshire Learning Gateway Site as above
- Number gym game—Bonds to 100 (details as previously)
- Using the hundred square close your eyes and point to a number. How many do you have to add to make 100?
- Number bond tennis: 2 players
  - Player 1 serves a number less than 100 to player 2
  - Player 2 calls out the number that would make it up to 100, within a 5 second time limit.
  - If player 2 is correct they win the point and serve a number back to player 1
  - If player 2 is incorrect or runs out of time the server wins the point and serves again!



#### 8.

- Number generator on our Shropshire Learning Gateway Site as above.
- Number gym game— Bonds 100, 9, 20... (details as before)
- Pairs to 20 game in your pack
- Throw the 1–20 dice. What number do you have to add to make 20?