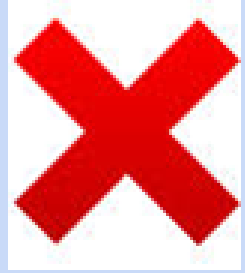


Hello Year 2!



This PowerPoint contains five morning maths and maths sessions for you to complete this week.



Remember you can draw pictures, use part whole models and number lines to help with your working out.



Morning maths

1. $63 - 10 - 10 =$

2. $21 + 40 =$

3. $\underline{\quad} = 8 \times 5$

4. $28 + \underline{\quad} = 35$

5. $69 + 11 =$

6. $8 \div 2 =$

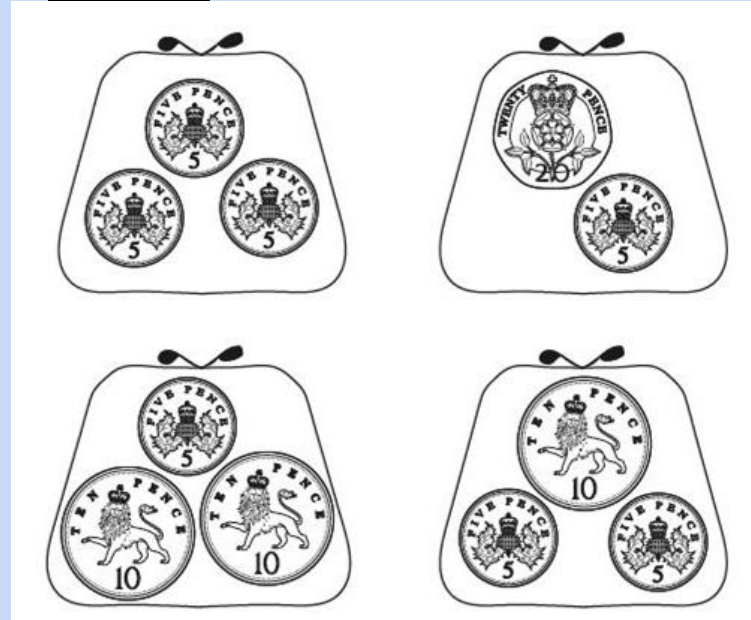
7. Six multiplied by three =

8. 10 more than $\underline{\quad} = 78$

Challenge

13.7.20

- A. Amy has **50p**. She buys a pencil for 30p.
Which purse shows how much money Amy has left?



- B. How much money in all four purses?

Morning maths Answers

13.7.20

1. $63 - 10 - 10 = 43$

2. $21 + 40 = 61$

3. $40 = 8 \times 5$

4. $28 + 7 = 35$

5. $69 + 11 = 80$

6. $8 \div 2 = 4$

7. Six multiplied by three = 18

8. 10 more than $68 = 78$

- A. Amy has **50p**. She buys a pencil for 30p.
Which purse shows how much money Amy has left?
 $50 - 30 = 20p$



- B. How much money in all four purses?
 $15p + 25p + 25p + 20p = 85p$

Maths

Monday 13th July

St Catherine's Classroom Beliefs

- Mistakes are valuable.
- Everyone can learn maths to the highest level.
- Questions are really important.
- Depth is more important than speed.
- Maths is about making connections.



This week we are going to have some fun designing and making our own maths game. So before we start thinking about what we want to include in our games, we are going to look at some existing games to get some ideas. There are some examples of different games on the next few slides. Choose a few of them to play.

You may need a dice and some counters for some of the games. If you don't have these at home, you could make some of your own counters by cutting out some paper circles. There is also a link below to an interactive dice.

<https://www.online-stopwatch.com/chance-games/roll-a-dice/>



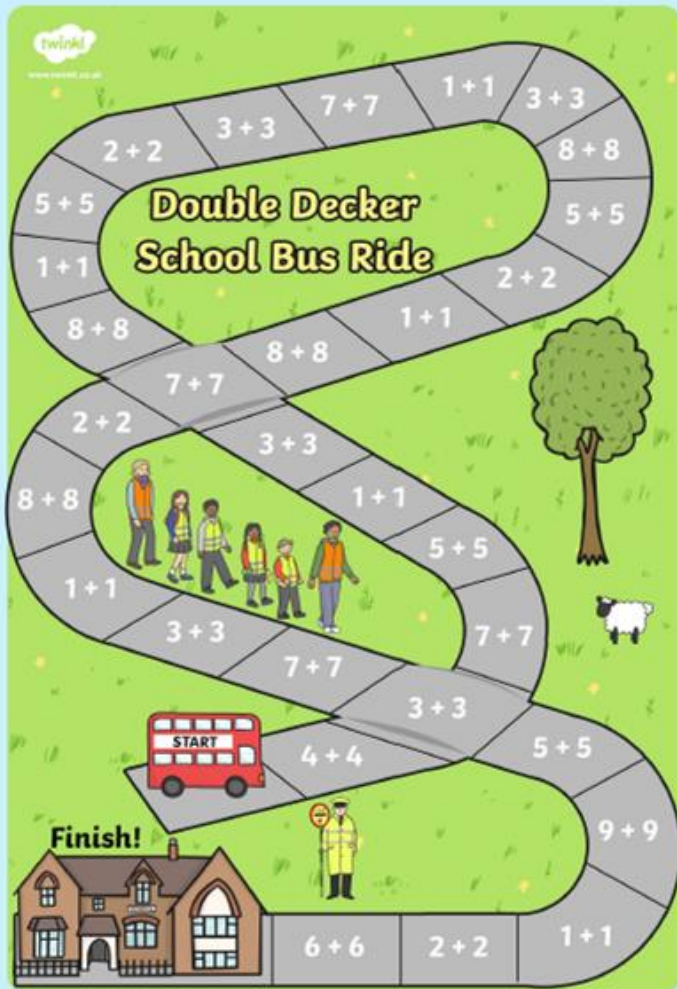
7	9	3	8	2	11	10
4	2	9	5	12	5	12
10	6	4	7	4	7	9
3	10	6	2	8	12	3
8	5	9	11	3	6	11
11	7	8	3	5	8	4
10	2	6	7	10	2	6
5	12	11	4	7	9	12

Four in a row

A game for 2 - 4 players

Players take turns to throw 2 dice. The numbers on the dice are added together. The player then finds this number on the board and covers it with a coloured counter. If none of these numbers are uncovered, the player doesn't cover a number on this turn.

The first player to cover a row of four - vertically, horizontally or diagonally - is the winner.



This is an example of a track game.

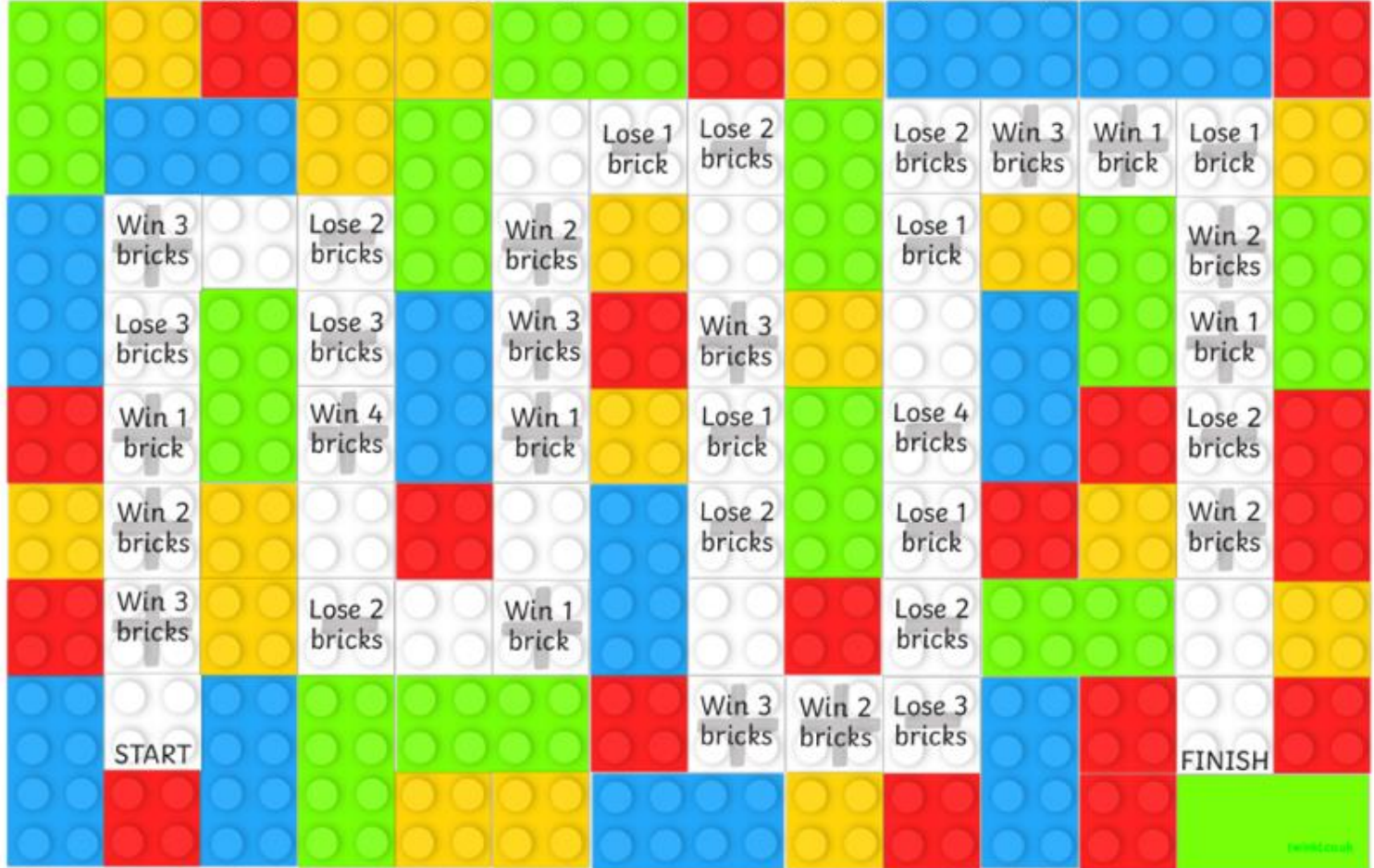
Start on the Red bus.

Take it in turns to roll the dice and answer the double calculation. If you answer correctly, you get to move your counter forward the amount you rolled.

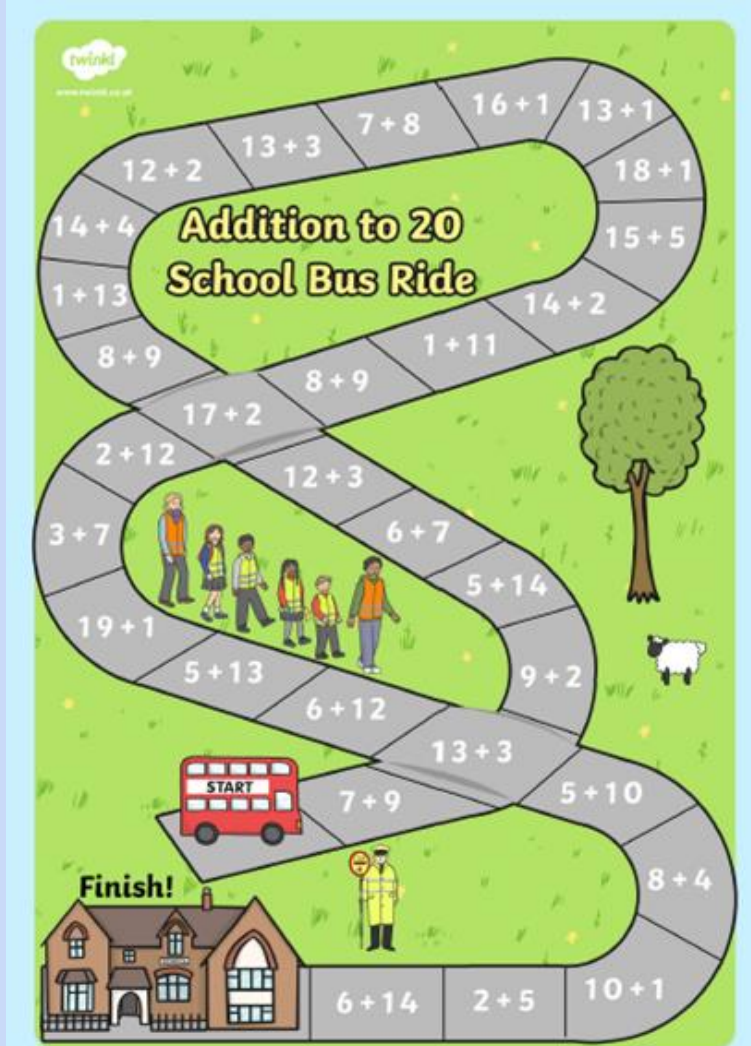
If you answer incorrectly, you don't move on.

Building Brick Addition and Subtraction Board Game

Players start with 5 bricks and take it in turns to roll a dice and move forward the amount of spaces rolled. When a player lands on a square with instructions they gain or lose the amount of building bricks shown. When all players have finished, the player with the most bricks wins!



If you have
some lego
at home,
why not try
this game.



Speed Race

Start on the red bus.
How quickly can you answer
all the calculations on the
track?

Set a timer and away you go!

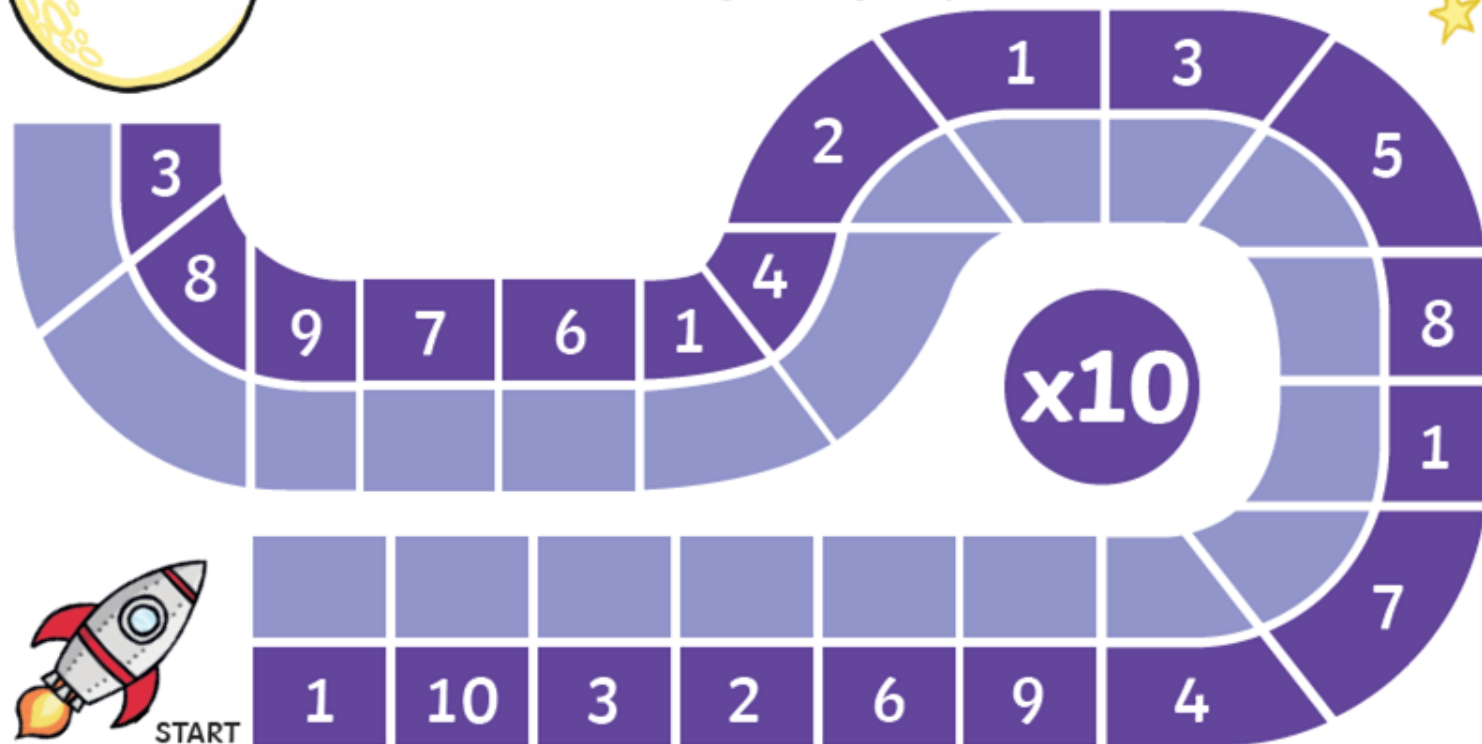
Ask someone to check you
answered them all correctly.

10 Times Table Space Race

Multiply the numbers on the track.

Write them down as you go around.

Use a timer to see how long it takes you to finish the race!



Roll and Colour!

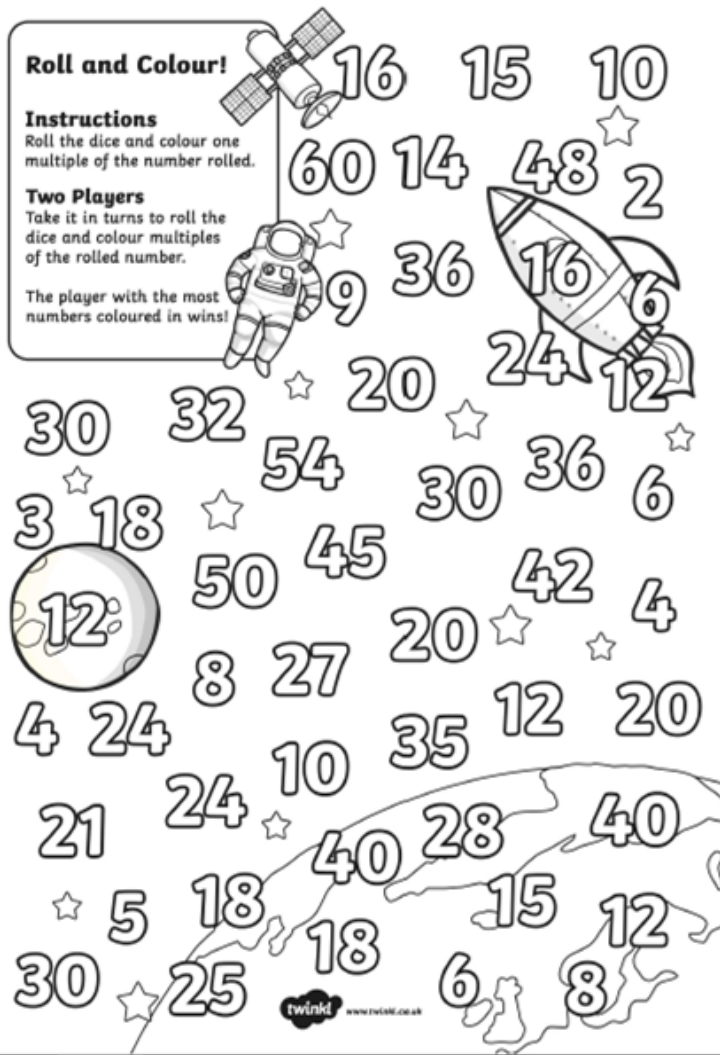
Instructions

Roll the dice and colour one multiple of the number rolled.

Two Players

Take it in turns to roll the dice and colour multiples of the rolled number.

The player with the most numbers coloured in wins!



I hope you had fun playing these games!

Take a moment to discuss these questions with someone at home.

- Which was your favourite game?
- What did you like about it?
- What maths skills did you use?
- Who else do you think would like playing these games?

Morning maths

1. $\frac{1}{3}$ of 30 =

2. $40 \div 10 =$

3. $55 \div 5 =$

4. $55 + 17 =$

5. $\frac{1}{4}$ of 12 =

6. $71 - 14 =$

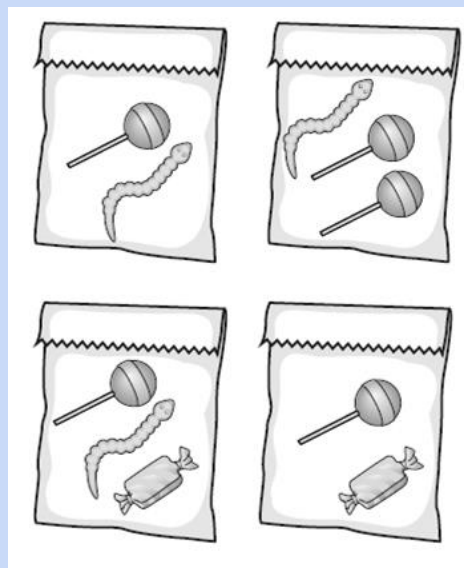
7. $15 + 3 + 3 =$

8. $25 + 15 = 100 - \underline{\quad}$

14.7.20

Challenge

A shop sells these sweets.



a. Clare spends exactly 20p. Which bag of sweets does she buy?

a. Work out how much the other sweet bags would cost.

a. How much would the four bags cost altogether?

Morning maths Answers

14.7.20

1. $\frac{1}{3}$ of 30 = 10

2. $40 \div 10 = 4$

3. $55 \div 5 = 11$

4. $55 + 17 = 72$

5. $\frac{1}{4}$ of 12 = 3

6. $71 - 14 = 57$

7. $15 + 3 + 3 = 21$

8. $25 + 15 = 100 - 60$

Challenge

A shop sells these sweets.



$5p + 10p = 15p$

$5p + 10p + 2p = 17p$

$5p + 2p = 7p$

a. Clare spends exactly 20p. Which bag of sweets does she buy?

a. Work out how much the other sweet bags would cost.

a. How much would the four bags cost altogether? 59p

Maths

Tuesday 14th July

St Catherine's Classroom Beliefs

- Mistakes are valuable.
- Everyone can learn maths to the highest level.
- Questions are really important.
- Depth is more important than speed.
- Maths is about making connections.



Beat the clock!

<https://flashmaths.co.uk/viewFlash.php?id=2>

Choose your times table and race the clock! How many calculations can you answer?



Beat the Clock!



You have 10 seconds to answer as many times tables questions as you can.

Each correct answer buys you one second of extra time.
You get one point for each correct answer but get one wrong and it's game over!

Choose a table to practise:

All!	2's	3's	4's	5's	6's
7's	8's	9's	10's	11's	12's

© Flashmaths.co.uk

In yesterday's lesson we looked at some examples of existing maths games. Today we are going to start thinking about making our own!

Here are a few questions you need to think about.

1. What skill is your maths game going to focus on?

2. What age group is your game going to be suitable for?

3. What equipment will you need for your game?

+

-

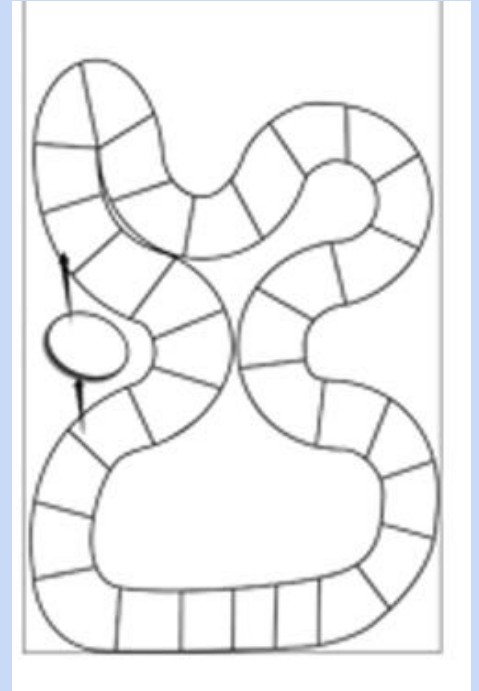
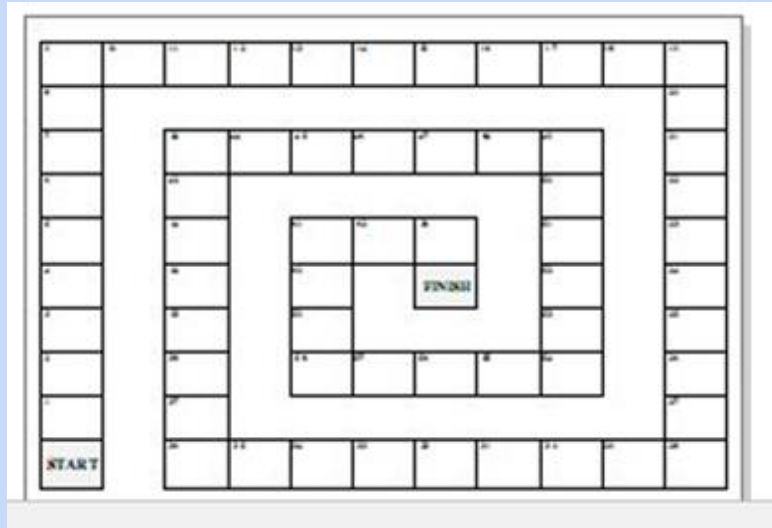
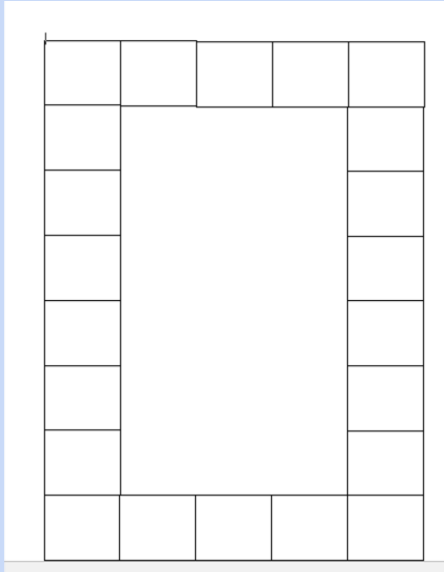
doubles

Times tables

Layout

How is your game going to be laid out? Will it be a track game? How many spaces will you need?

Try not to make your game too complicated! Sometimes the simpler the game, the better it is!



Let's start designing!

Once you have chosen your maths skill focus and your layout, you can start to create your game.

This may take you more than one session to complete. We will be continuing with our board games in tomorrow's lesson as well.



Morning maths

15.7.20

1. Forty plus twenty =
2. Nineteen minus seven =
3. $0 = \underline{\quad} \times 2$
4. $\underline{\quad} = 87 - 40$
5. $35 \div 5 =$
6. $\frac{1}{4}$ of 20 = $\underline{\quad}$
7. $43 + 38 =$
8. $8. 65 + \underline{\quad} 93$
9. $9. \underline{\quad} - 9 = 8$

Challenge

There are **100g** of chocolate chips in the bag.

Sita uses **25g**.

Ben uses **35g**.



How many grams of chocolate chips are **left** in the bag?

Show your working.

Morning maths Answers

15.7.20

1. Forty plus twenty = **60/sixty** Challenge

2. Nineteen minus seven = **12/twelve**

3. $0 = 0 \times 2$

4. **47** = $87 - 40$

5. $35 \div 5 = 7$

6. $\frac{1}{4}$ of 20 = **5**

7. $43 + 38 = 81$

8. $65 + 28 = 93$

9. $17 - 9 = 8$

There are **100g** of chocolate chips in the bag.

Sita uses **25g**.

Ben uses **35g**.

How many grams of chocolate chips are **left** in the bag?



$$25\text{g} + 35\text{g} = 60\text{g}$$

$$100\text{g} - 60\text{g} = 40\text{g}$$

There are **40g** left in the bag.

Maths

Wednesday 15th July

St Catherine's Classroom Beliefs

- Mistakes are valuable.
- Everyone can learn maths to the highest level.
- Questions are really important.
- Depth is more important than speed.
- Maths is about making connections.

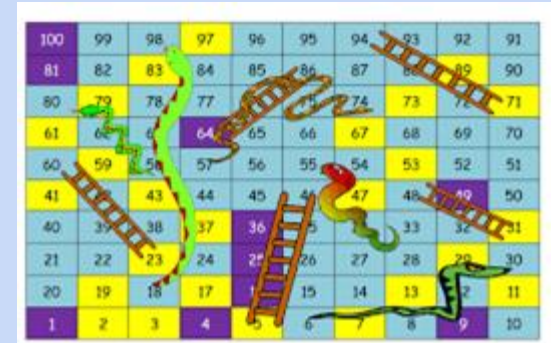
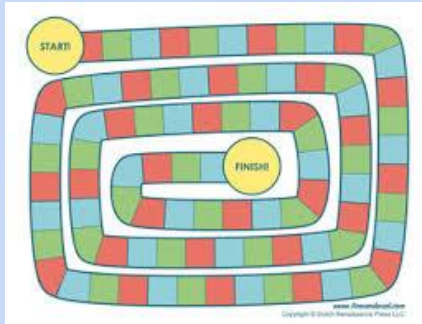


Alien Invasion

<https://www.arcademics.com/games/alien>

This game helps to practice your number bonds to 20. It can be quite quick but it will help improve your mental maths skills.

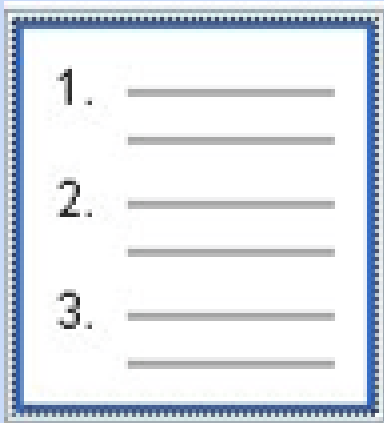




Instructions for your game

Once you have completed your board game, the last thing you have to do is to write some instructions for how to play.

Remember to keep your instructions simple and clear to follow. You may want to use bullet points and some of the useful phrases below to help you.



1. _____
2. _____
3. _____

Useful phrases

Take it in turns

When a player...

move forward

move backwards

Roll the dice

set a timer

Now you have finished your board game, why not try it out with someone at home! You could evaluate the success of the game by asking the following questions.

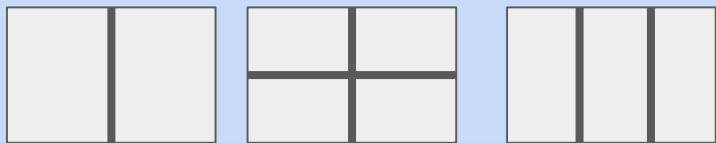
- Did you enjoy the game?
- Do you like the design?
- Were the instructions easy to follow?
- Did you have all the equipment you needed?



Morning maths

Handy Hint!

When finding a fraction of an amount, the children are encouraged to draw a rectangle to help them create equal groups..



1. $\frac{1}{2}$ of 120 =

2. $\frac{1}{2}$ of 50 =

3. $\frac{1}{3}$ of 75 =

4. $\frac{3}{4}$ of 80 =

5. $\frac{2}{3}$ of 60 =

16.7.20

Write two numbers **greater than 20** to make this calculation correct.

$$\square - \square = 2$$

Write two numbers **less than 20** to make this calculation correct.

$$\square - \square = 9$$

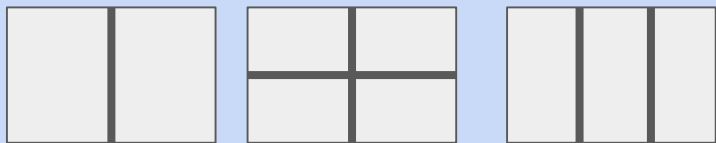
How many
answers can
you find?

Morning maths Answers

16.7.20

Handy Hint!

When finding a fraction of an amount, the children are encouraged to draw a rectangle to help them create equal groups..



1. $\frac{1}{2}$ of 120 = 60

2. $\frac{1}{2}$ of 50 = 25

3. $\frac{1}{3}$ of 75 = 25

4. $\frac{3}{4}$ of 80 = 60

5. $\frac{2}{3}$ of 60 = 40

Write two numbers **greater than 20** to make this calculation correct. **Accept any numbers above 20 with a difference of 2.**

$$\boxed{32} - \boxed{30} = 2$$

Write two numbers **less than 20** to make this calculation correct.

$$\boxed{} - \boxed{} = 9$$

19 - 10 = 9

18 - 9 = 9

17 - 8 = 9

16 - 7 = 9

15 - 6 = 9

14 - 5 = 9

13 - 4 = 9

12 - 3 = 9

11 - 2 = 9

10 - 1 = 9

9 - 0 = 9

Maths

Thursday 16th July

St Catherine's Classroom Beliefs

- Mistakes are valuable.
- Everyone can learn maths to the highest level.
- Questions are really important.
- Depth is more important than speed.
- Maths is about making connections.



Beat the clock!

<https://flashmaths.co.uk/viewFlash.php?id=2>

Choose your times table and race the clock! How many calculations can you answer in the time limit? Try a different times table to the one you used on Tuesday. 2's, 5's, 10s or even 3's.



Beat the Clock!



You have 10 seconds to answer as many times tables questions as you can.

Each correct answer buys you one second of extra time.
You get one point for each correct answer but get one wrong and it's game over!

Choose a table to practise:

All!	2's	3's	4's	5's	6's
7's	8's	9's	10's	11's	12's

© Flashmaths.co.uk

Guess my number!



Take it in turns to think of a number between 1-100, but don't show anyone else your number.

Play guess my number by giving people clues about your number but you mustn't say the number! The vocabulary below might help you with the clues you choose to give.

odd	even	more than	less than
two digit	tens	ones	in between

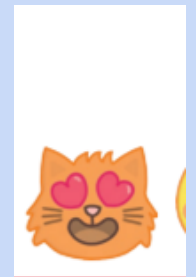
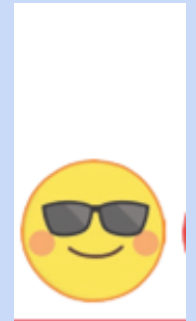
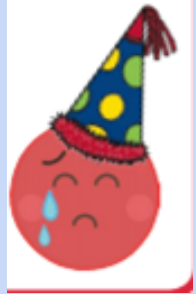
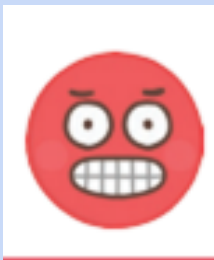
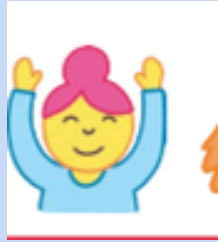
The Mystery of the Missing Moji

In Moji-city, the mojis wake up to the news that there will be a new arrival: 'New Mojis Arrive Today!' Monkey moji 🐵 can't believe his eyes, angry moji 😡 is even angrier than usual and happy girl moji 🧑🏻💃 waves her hands high in the air.

Happy smile moji 😊 decides that it would be a good idea to throw a welcoming party 🎉, to welcome the new mojis. Crazy moji 🤪 thinks this is a great idea so they all start to prepare.

Later that day, the party is ready to begin. The banners are up, the balloons have been blown and the food is all prepared. All of the mojis gather to await their new arrival when all of a sudden, happy smile moji 😊 notices that someone is missing.

Sad moji 😞 is nowhere to be seen but some clues have been left behind. Can you find and solve the clues to help solve the mystery of who lost the missing moji?



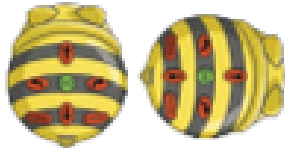
Clue 1

Answer these questions **True** or **False**.

	True ✓	False ✓
The number 24 has two tens.		
One less than 31 is 29.		
 This clock shows 3 o'clock.  This clock shows half past 3.		
$32 + 24 = 56$		
A pentagon has 5 sides		
 +  = 76p		

Clue 1

Answer these questions **True** or **False**.

	True ✓	False ✓
$12 \times 2 = 22$		
15 divided by 3 = 5		
$\frac{1}{2}$ of 20 = 8		
 The Bee-Bot has turned 1 quarter clockwise.		

If there are more **true** statements, then the culprit is yellow.

If there are more **false** statements, then the culprit is not yellow.

Answer to clue 1:

The culprit is _____

Clue 2 - Can you find all the missing numbers?

12		16	18	20	22
----	--	----	----	----	----

20		30	35	40	45
----	--	----	----	----	----

22	24		28	30	32
----	----	--	----	----	----

45	40	35		25	20
----	----	----	--	----	----

20	30		50	60	70
----	----	--	----	----	----

30	35	40		50	55
----	----	----	--	----	----

14 The	42 face
45 mouth	26 has

16 there	30 a	50 old
25 culprit	24 new	40 smiling

Then colour in the missing numbers.
Use the words you have coloured in to make
a sentence. This is your second clue.

Clue 3 – Sorting 2D Shapes

Can you sort the shapes correctly?

4 sides or less	5 sides or more



The letters on the shapes with **4 sides or less** combine to make a word that describes the culprit's feelings.

Let's check our answers to the first 3 clues.

Answer true or false to these statements.

	True	False
The number 24 has two tens.	✓	
One less than 31 is 29.		✓
 This clock shows 3 o'clock. This clock shows half past 3. 	✓	
$32 + 24 = 56$	✓	
A pentagon has 5 sides	✓	
 +    = 76p		✓
$12 \times 2 = 22$		✓
15 divided by 3 = 5	✓	
$\frac{1}{2}$ of 20 = 8		✓
  The Bee-Bot has turned 1 quarter clockwise.	✓	

Answer to Clue 1
The culprit is yellow.

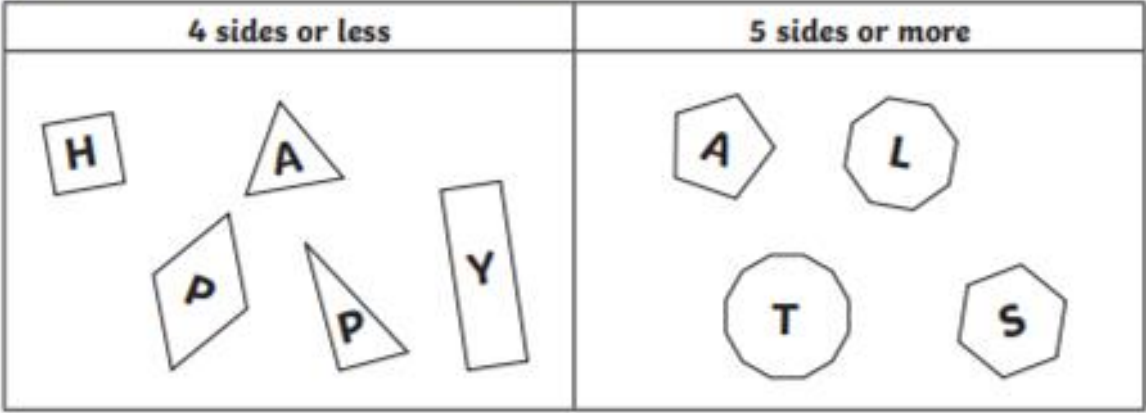
Answer to clue 2
The culprit has a smiling mouth.

12	14	16	18	20	22	
20		25	30	35	40	45
22	24	26	28	30	32	
45	40	35	30	25	20	
20		30	40	50	60	70
30	35	40	45	50	55	

Answer to Clue 3
The culprit is happy.

Clue 3 – Sorting 2D Shapes

Can you sort the shapes correctly?

4 sides or less	5 sides or more
	

Moji Table of Facts

	Colour	Feeling	Mouth	Eyes	Accessory
	yellow	happy	smiling	arched	none
	brown	scared	smiling	hidden	none
	yellow	happy	smiling	hidden	sunglasses
	yellow	happy	smiling	love heart	heart eyes
	red	angry	sad	round	none
	yellow	excited	smiling	arched	clothes and hair
	yellow	sad	sad	arched	tear drop
	brown	happy	smiling	arched	none
	yellow	happy	smiling	arched	halo
	yellow	excited	smiling	half open half arched	none
	yellow	happy	none	none	none
					

With the answers you have so far... which moji do you predict is the culprit?

To be continued....

Morning Maths

17.7.20

What can you tell me about the number 60?

Odd or even?

$$60 + 0$$

Tens and ones

60

Draw it.

$$\underline{\quad} + \underline{\quad} + \underline{\quad} =$$

+ ÷ - x

fractions?

Greater than?
Fewer than?

Maths

Friday 17th July

St Catherine's Classroom Beliefs

- Mistakes are valuable.
- Everyone can learn maths to the highest level.
- Questions are really important.
- Depth is more important than speed.
- Maths is about making connections.



Karate Cats Maths

<https://www.bbc.co.uk/bitesize/topics/zjkphbk/articles/zf4sscw>



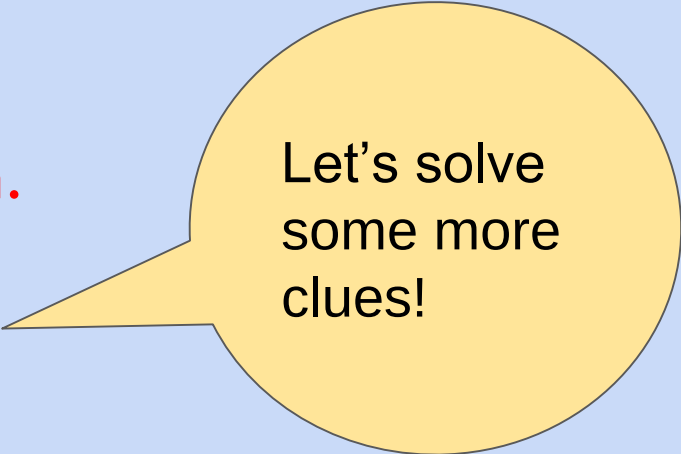
Moji Mystery

Who lost the missing moji?
What have we found out so far?

Clue 1 - The culprit is yellow.

Clue 2 - The culprit has a smiling mouth.

Clue 3 - The culprit is happy.



Let's solve
some more
clues!

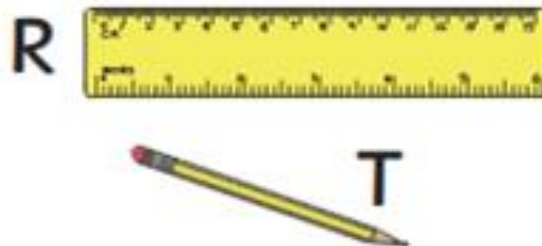
Clue 4 – Comparing Measures

Can you compare the following?

Draw a circle around
the **heaviest** object.



Draw a circle around
the **longest** object.



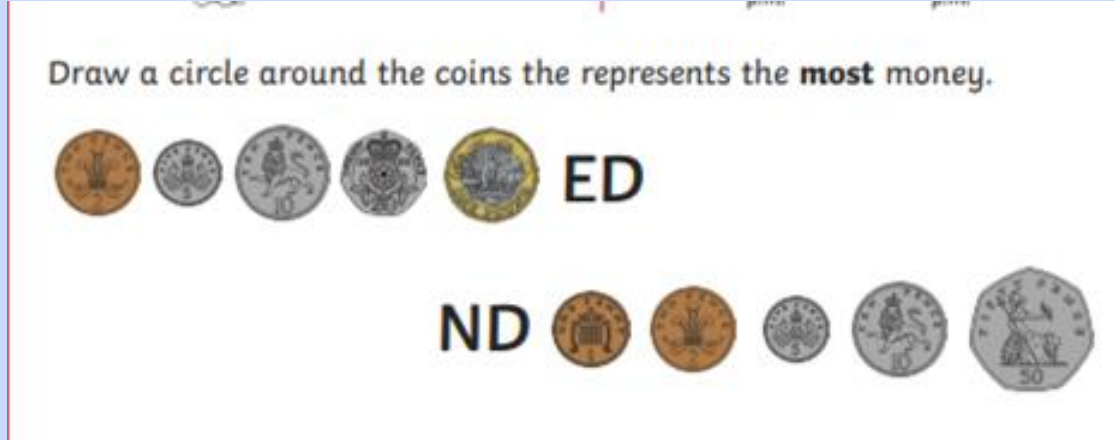
Draw a circle around the container
that holds the **most** liquid.



Draw a circle around the clock
showing the **latest** time.



Clue 4 continued

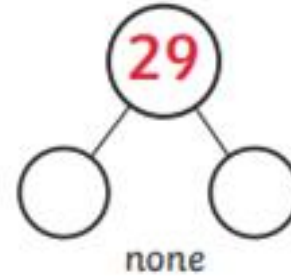
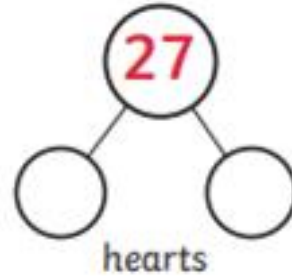
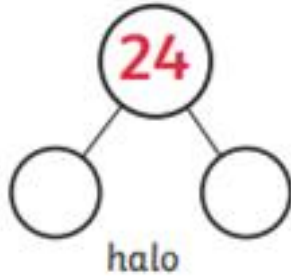
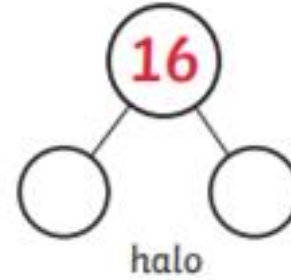
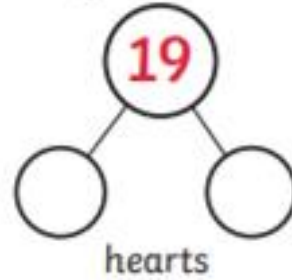
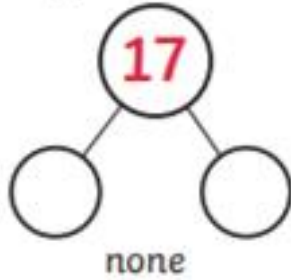


Gather the letters from your answers.

What shape was the culprits eyes? _____

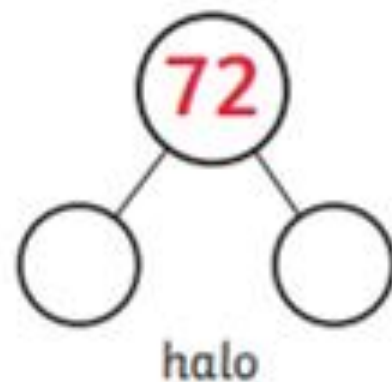
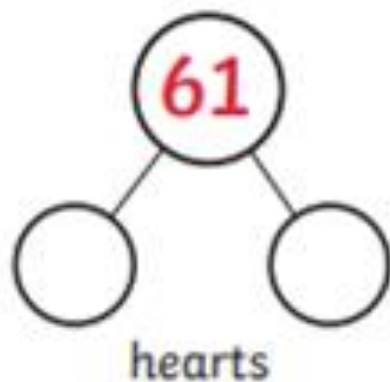
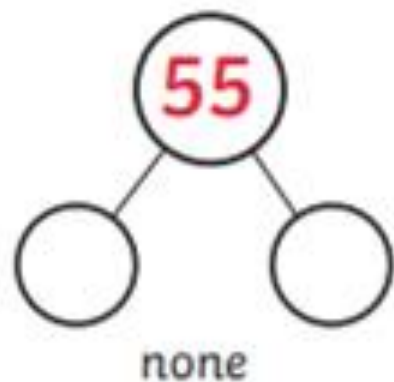
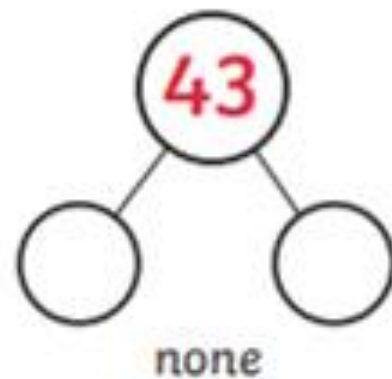
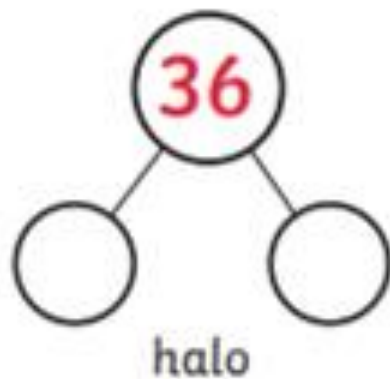
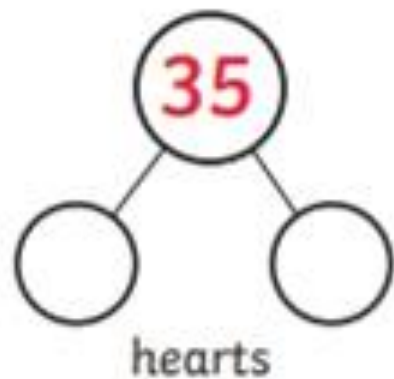
Clue 5 – Partitioning Numbers

Can you partition the following numbers?



Find all the answers where the top number is even. The accessory that is underneath these answers will give you the final clue of what culprit wears.

Clue 5 continued

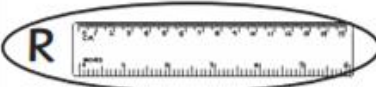


Let's check our answers to clues 4 and 5.

Draw a circle around the **heaviest** object.

A  **B** 

Draw a circle around the **longest** object.

R  **T** 

Draw a circle around the container that holds the **most** liquid.

C  **D** 

Draw a circle around the clock showing the **latest** time.

H  **G** 

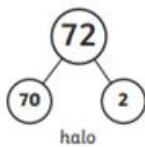
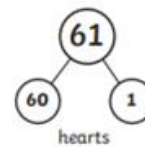
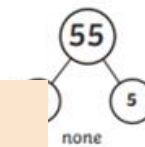
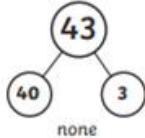
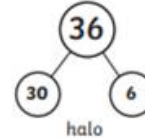
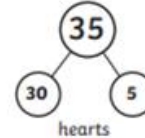
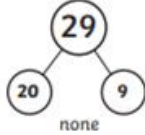
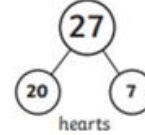
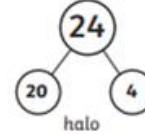
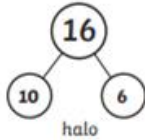
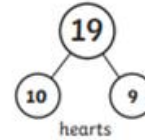
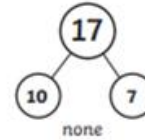
Draw a circle around the coins that represent the **most** money.

 **ED**

ND 

Answer to Clue 4

The culprit's eyes are arched.



Answer to clue 5

The culprit wears a halo.

Moji Table of Facts

	Colour	Feeling	Mouth	Eyes	Accessory
	yellow	happy	smiling	arched	none
	brown	scared	smiling	hidden	none
	yellow	happy	smiling	hidden	sunglasses
	yellow	happy	smiling	love heart	heart eyes
	red	angry	sad	round	none
	yellow	excited	smiling	arched	clothes and hair
	yellow	sad	sad	arched	tear drop
	brown	happy	smiling	arched	none
	yellow	happy	smiling	arched	halo
	yellow	excited	smiling	half open half arched	none
	yellow	happy	none	none	none
					

Use this table and the clues you have found to work out who the culprit is!

So the culprit is.....

The Halo Moji!

Well done
everyone!



yellow

happy

smiling

arched

halo

Crack the Code

Answer the questions to crack the code. Discover what the secret message is.

a	b	c	d	e	f	g	h	i	j	k	l	m
22	6	44	8	30	11	10	42	15	2	92	49	29

n	o	p	q	r	s	t	u	v	w	x	y	z
9	50	36	100	31	54	20	38	80	12	66	40	35

1. $20 + 2 + 20 =$

2. Double 11 =

3. $8 \times 10 =$

4. Half of 60 =

5. $14 + 8 =$

6. $100 \div 10 =$

7. Half of 100 =

8. $\underline{\quad} \div 5 = 10$

9. $12 + \underline{\quad} = 20$

10. $40 + 14 =$

11. $45 - 7 =$

12. $30 - 1 =$

13. $10 + 10 + 9 =$

14. $10 \div 3 =$

15. $51 - 20 =$

1	2	3	4

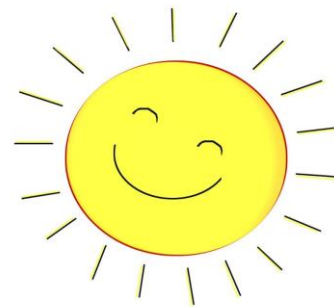
+	5

6	7	8	9

10	11	12	13	14	15

The secret message is...

Have a good summer!



Why not create your own 'crack the code' challenge using the alphabet code below?

a	b	c	d	e	f	g	h	i	j	k	l	m
22	6	44	8	30	11	10	42	15	2	92	49	29

n	o	p	q	r	s	t	u	v	w	x	y	z
9	50	36	100	31	54	20	38	80	12	66	40	35