## 0+0 1+0 2+0 **I+I** 3+0 2+1 4+0 <mark>2+2</mark> 3+1 5+0 4+1 3+2 6+0 5+1 4+2 **3+3 7+0 6+1** 5+2 <mark>4+3</mark> 8+0

2		0
3	3	2
4	4	4
5	5	5
6	6	6
7	7	6
8	7	7

White = add 0 (the 1<sup>st</sup> number doesn't change) Blue = add 1 (one more than the 1<sup>st</sup> number) Grey = add 2 (two more than the 1<sup>st</sup> number) Yellow = double Green = near double Pink = more tricky

8	8	8
9	9	8
9	9	9
10	10	10
10	10	10



0		0
0		2
	2	3
3	4	0
0		2
3	4	5
0		2



4	5	6
	2	3
6	7	0
3	4	5
0		2
6	7	8
3	4	5



0		2
7	8	9
4	5	6
	2	3
9	10	0
6	7	8
3	4	5

## **10-8 10-9** 10-10

White = subtract 0 (the 1<sup>st</sup> number doesn't change) Blue = subtract 1 (one less than the 1<sup>st</sup> number) Grey = subtract 2 (two less than the 1<sup>st</sup> number) Yellow = subtract itself always leaves 0 Green = subtract the next door neighbour number always leaves 1 Red = take away half the number leaves the other half Purple = finger calculation - create the 1<sup>st</sup> number using 5 fingers on one hand, the rest on the other hand subtract one part of the calculation Orange = the difference between the two numbers is 2, so the answer is 2. Pink = more tricky

## Activities

- Sort the calculations into those which make the same amount. Can we find a pattern?
- Sort the cards into calculations we know, calculations we can work out quickly, calculations we need to practise more often.
- Flash the calculation how quickly can we answer it (answer on the back).
- Pairs/ Pelmanism: Lay the cards out with the calculation showing. Find two which have the same matching answer (turn over to check) e.g. 5 + 1 matches to 4 + 2 because they both equal 6.
- Pick a card show the child the answer and give clues to help them guess the calculation e.g. I'm showing you 5, the question is a take-away and it has a 7 at the beginning, what is the calculation? (7-2). Rephrase if necessary e.g. 7 take-away something is 5. Use fingers or objects for support to find the missing number.
- Bingo 1: Use the number side to play bingo. Each player lays out 6 numbers (answers). Bingo caller calls out a calculation. If you have the answer, cover it up, the first person to cover up all their numbers calls bingo and is the winner.
- Bingo 2: Each player lays out 6 calculations. Bingo caller calls out a number (answer). If you have a calculation, which makes that answer, cover it up, the first person to cover up all their calculations calls bingo and is the winner.