## Yr2: Mathematical Development

This week, we will be concentrating on the Hundred Square and using your superhero brain to do some Problem Solving

I can..... I can use the facts I know to help me solve number problems.
I can..... I can count in 2 s and 10 s and to 100.
I can..... I can partition and combine numbers
I can..... I can use what I know about place value to add, subtract and order numbers
I can..... I can solve problems

We will do introductions in class and activities will be sent home in the 'pack'

My Hundred Square Game - Write your own numbers
Snakes and Ladders


Play snakes and ladders!
Find a dice or make a spinner! Can you explain the game to the other players?
Write your rules here.

My Hundred Square Game.


Use the 100 Square to invent a game.
The game could be like snakes and ladders!

- Decide where the game will start and finish.
- Pick one object to go up.
- Pick one object to go down.
- Find a dice and have some fun.
- Make a counter for each player.

Remember to check that all the players understand the rules before you start.

## Write your rules here.



Use the 100 Square to invent a game.
The game could be like snakes and ladders!

- Decide where the game will start and finish.
- Number the squares.
- Pick one object to go up.
- Pick one object to go down.
- Find a dice and have some fun.
- Make a counter for each player.

Remember to check that all the players understand the rules before you start.
Write your rules here.

## Year 2 Links and Quick Problem Solving!

## Five coins!

Ben has five coins in his pocket.



## Time

Here are five pictures showing something happening at different times of the day. Have a good look at each one. What do you see in the picture? What is happening? Could you describe it to someone else?

You could use these pictures in different ways. For example: 1. You could put them into an order in which you think they might happen through a day.
2. You could suggest what time these things happen in your day. Read or write the times using a digital or analogue clock. 3. You could see how many hours might pass between pairs of pictures you have chosen.
4. You could draw another picture that might 'fit' between two of the pictures.
5. You will have your own ideas too...

