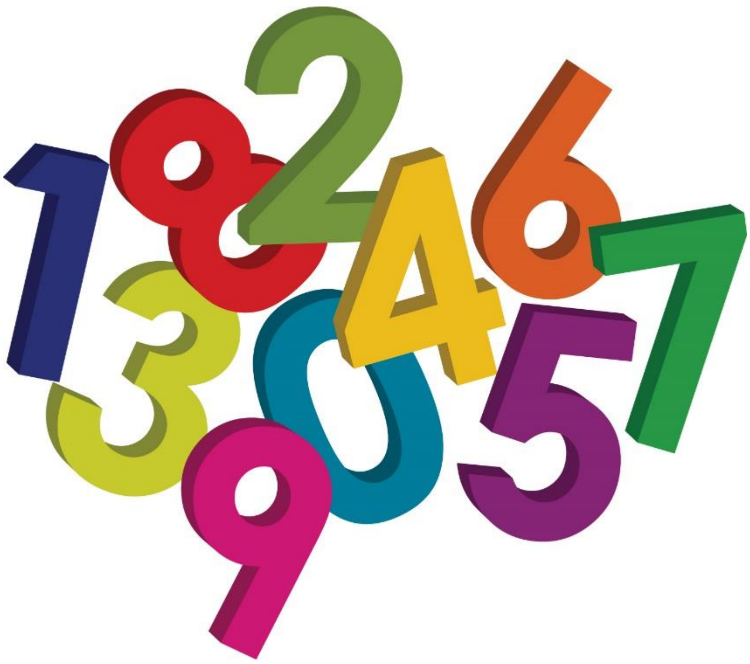
Maths Booklet

Addition



Oaks

The aim of this booklet is to outline what is expected by the end of the year. We have included some of the strategies that will be used in class so that support is given in the same way.

We have included some games and activities that can be done at home to help them develop fluency and understanding.

Addition Expected Targets

- Recall all number bonds of numbers up to 100.
- Mentally add a 2 digit to a 2 or 3 digit number.
- Add numbers with up to 4 digits using the formal written method of vertical addition where appropriate.
- Solve addition two-step problems in contexts, deciding methods to use and why.

Number bonds of numbers up to 100.

10 + ? = 100
17 + 33 = ?
? + 14 = 30
25 + ? = 90
? + 42 = 60
90 = 11 + ?

Strategies to work out number bonds of 100

"100 is 90 and 10"
58 + ? = 100
50 + ? = 90
8 + ? = 10

? + 76 = 100
70 + ? = 100
6 + ? = 10

Using a formal written method

798 + 642

$$\begin{array}{r} 798 \\ +\ 642 \\ \hline 1\ 1 \\ \hline 1431 \end{array}$$

1354 + 276

$$\begin{array}{r} 1354 \\ +\ 276 \\ \hline 1\ 1 \\ \hline 1630 \end{array}$$

Close Call: An Addition Game

Give this fun addition game a try! Challenge your child to create sums as close to 100 as they can, without going over. This requires them to evaluate all possible sums based on the numbers they are given. They'll learn common patterns in addition as they work out the best plays. Try talking through the game with your child, asking them what they're thinking as they select cards, and making discoveries together!

What You Need:

Deck of cards

Paper and pencils

What You Do:

1. Remove 10s and face cards from the deck. Shuffle the deck and deal each player 6 cards.

2. Each player selects four of their cards and creates two 2-digit numbers from them. The goal is to create two numbers that have a sum as close to 100 as possible, without going over. (For example, a player may choose to use the cards 4, 6, 8, and 1, creating the problem 14 + 86 = 100.)

3. After players have made their selections, they place their cards face up in front of them, arranging them so other players can see which two numbers they have created.

4. The player with the numbers closest to 100, without going over, wins a point. In the case of a tie, a point is awarded to each team.

5. Shuffle the cards before dealing another round.

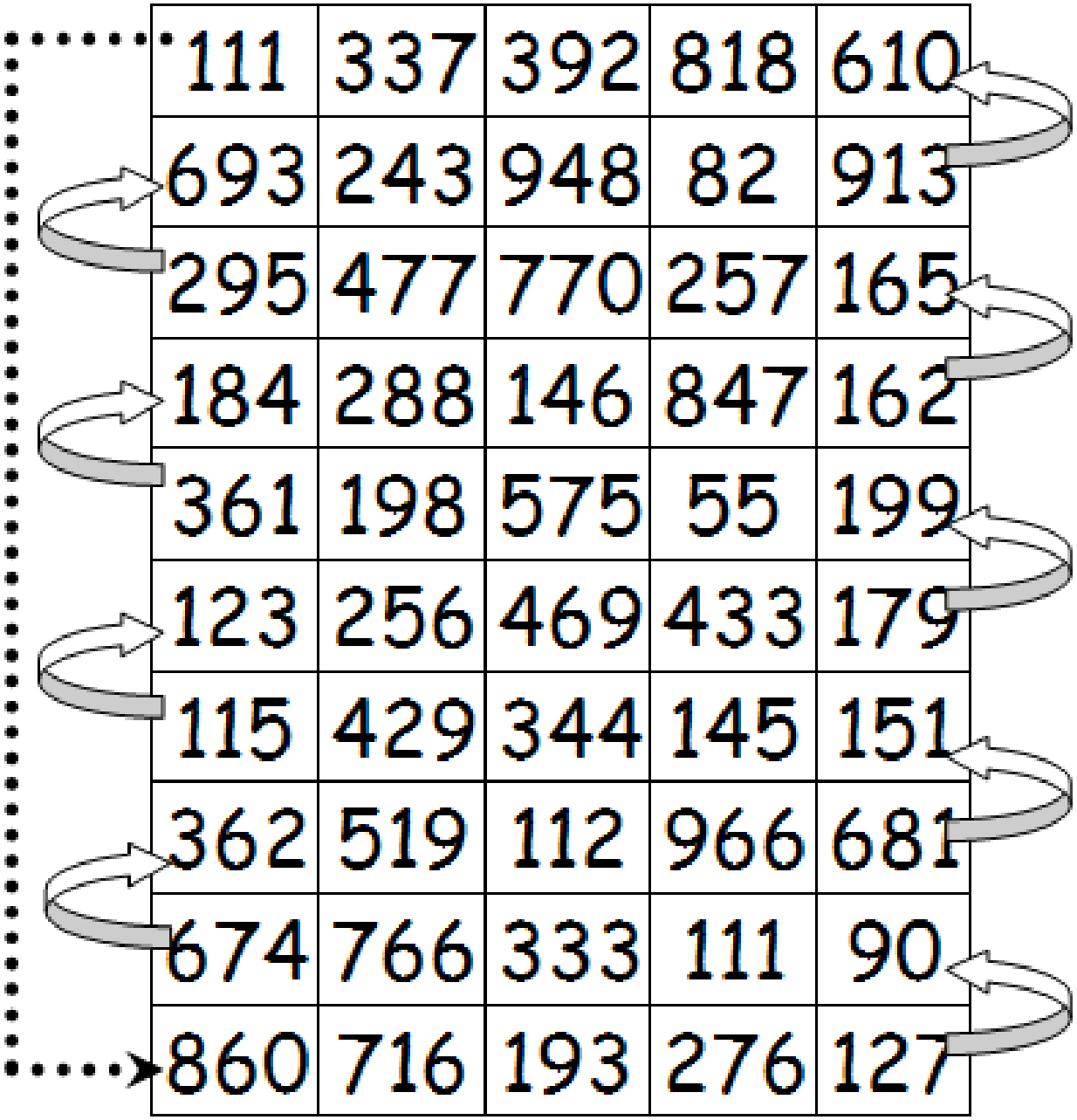
6. Play continues for 5 rounds. The player with the most points after the last round wins the game.

Variations:

- Change the number of cards dealt, the number of cards used, or the goal.
- For younger players, restrict the number of cards dealt to 4 per player, allow them to use only 2 of the cards, create single-digit numbers, and set the goal to 10.
- To make the game more challenging, deal 8 cards to each player, let them choose 6, create 3 digit numbers, and set the goal to 1,000.

Addition Game

Take turns to throw a dice. Move your counter. Add up your score. First to ten thousand wins!



Useful Websites:

https://www.topmarks.co.uk/maths-games/7-11-years/addition-and-subtraction

https://mathsframe.co.uk/en/resources/category/9/addition-and-subtraction

www.ictgames.com/resources.