Week beginning: 11/5/20	Class and Subject: **MATHS** Ms. Quill	SEN Teacher: Ms. Hogan

ST. PATRICK'S GIRLS NATIONAL SCHOOL
GARDINER'S HILL, CORK

Hi girls,
Hope you are keeping well. Here are some maths activities for you to do this week.

Monday 11/5	Warm up Practice counting out loud by 10s. -start at 2….stop at 132 -start at 3 …. Stop at 133 -start at 4…. Stop at 144 -start at 5…. Stop at 155	Activity 1 Doubles 1+1= 2+2= 3+3= 4+4= 5+5= 6+6= 7+7= 8+8= 9+9= 10+10=	**Subtraction**
Tuesday	Warm up Count forward and backwards in 5s to 100	Activity 1 Doubles plus one ***Put your hands on your head. Show me 2 and 2 on your fingers. What does 2 and 2 make? Put up 1 more fingers on one hand. What do you have now? What does 2 and 3 make?*** ***Now show me 3 and 3. What does 3 and 3 make? Put up 1 more finger on one hand. What do you have now? What does 3 and 4 make?*** Continue with 4 and 4, and 4 and 5 If 5 and 5 makes 10. The 5 and 6 make…11 (plus one) If 6 and 6 makes 12	**Subtraction**
Wednesday	Warm up Put these numbers in order starting	Activity 1 Doubles plus 1	**Subtraction**

	with the smallest • 75, 62, 47, 98 • 198, 127, 165, 188 • 568, 267, 187, 345	If 6 plus 6 = 12 Then 6 + 7 = 12 + 1 = 13 If 7 + 7= 14 Then 7+8= 15 Continue for 8+9 and 9+10	
Thursday	Warm up What number comes **after** • 67, 89, 56, 110, 159, 199	Activity 2 Here are nine children. Can they all find a partner? How do you know? 	**Subtraction**
Friday	Warm up What number comes **before** • 55, 20, 60, 87,101, 199	Activity 2 Here are 18 children. Can they all find a partner? How do you know? (Do students link to the answer for 9 children?) 	**See math game at end of the page** **You will need a deck of cards**

Monday

If you find this tricky use counters to help you (counters can be pasta, grapes, match sticks, raisins)

8 – 1 =	6 – 4 =	10 – 2 =
6 – 3 =	5 – 2 =	8 – 5 =
9 – 5 =	9 – 4 =	5 – 5 =
5 – 1 =	10 – 3 =	6 – 2 =
7 – 3 =	8 – 2 =	9 – 6 =
9 – 8 =	10 – 1 =	10 – 8 =
10 – 6 =	7 – 6 =	8 – 3 =
5 – 3 =	10 – 10 =	9 – 1 =
8 – 6 =	9 – 2 =	5 – 0 =
6 – 3 =	7 – 1 =	10 – 4 =
10 – 0 =	5 – 4 =	7 – 2 =
7 – 4 =	8 – 4 =	
10 – 9 =	9 – 3 =	

Tuesday

10 – 10 =	14 – 7 =	11 – 9 =
15 – 10 =	11 – 10 =	15 – 6 =
10 – 7 =	13 – 6 =	12 – 5 =
12 – 10 =	10 – 8 =	10 – 9 =
11 – 7 =	15 – 9 =	14 – 10 =
14 – 6 =	11 – 6 =	13 – 8 =
13 – 9 =	10 – 6 =	10 – 5 =
10 – 4 =	12 – 8 =	13 – 5 =
12 – 6 =	11 – 5 =	15 – 8 =
10 – 2 =	10 – 3 =	10 – 1 =
15 – 7 =	14 – 9 =	14 – 8 =
11 – 8 =	13 – 7 =	
14 – 5 =	12 – 7 =	

Wednesday

a.	b.	c.	d.	e.
3 3 - 1 1	2 5 - 1 3	1 6 - 1 0	2 7 - 1 6	2 9 - 1 2

f.	g.	h.	i.	j.
2 6 - 1 3	3 2 - 2 0	2 9 - 1 4	4 2 - 1 2	2 7 - 2 3

k.	l.	m.	n.	o.
2 7 - 1 2	3 8 - 2 7	4 8 - 3 6	3 3 - 1 3	3 9 - 2 1

p.	q.	r.	s.	t.
4 6 - 2 2	5 8 - 2 5	6 3 - 3 1	7 6 - 5 5	5 9 - 3 7

Thursday

a.	b.	c.	d.	e.
2 3	2 6	2 2	3 8	2 1
- 1 7	- 1 9	- 1 6	- 2 9	- 1 3

f.	g.	h.	i.	j.
3 3	4 4	4 7	3 8	4 1
- 1 5	- 2 7	- 1 8	- 1 9	- 2 6

k.	l.	m.	n.	o.
4 5	4 0	4 1	5 6	5 2
- 2 9	- 2 8	- 1 7	- 3 7	- 3 8

p.	q.	r.	s.	t.
5 0	5 6	6 2	6 1	5 7
- 2 7	- 1 8	- 3 5	- 2 6	- 2 9

Nifty 50 (2-4 players)

The object is to some up with a math equation that has a sum or difference closest to the number 50. First player to 5 points is the winner!

Deal all the cards between all the players. Each player turns over 4 cards and makes a two digit + two digit number sentence or two digit – two digit number sentence that has solution is closest to 50. The equation that is closest to 50 gets one point. IF you can create an equation that is exactly 50, it's worth 2 points. If both players have the same answer, no one gets a point.

During play, Aces are worth 1, and face cards and 10s are worth 0, other cards are face value. After the cards are used, they are put in a discard pile.

Make Ten (1-2 players)

This game is traditionally played as solitaire, but can easily be modified for two players. It allows younger kids to be able to practice their math facts to 10.

Deal the cards into three rows of 5 face up, the rest are in a pile face down to the side. If you can add two cards that equal the sum of 10, you collect the cards. New cards are dealt into the holes that were left from the cards that were picked up. Face cards (K, Q,J, 10) can only be picked up if you have a matching pair.

If you are playing the solitaire version, you win if you can pick up all the cards in the entire deck without getting stuck! If you are playing with two players, and there are no more moves to be made, the player with the most cards at that time is the winner.

WAR & Double/Triple Digit WAR

Deal all the cards out to all the players. Younger players flip one card over to battle their opponent. The larger number wins the battle and collects all the cards. For older kids, flip two or three cards to create a two or three digit number that can be rearranged to create the largest two or three digit number possible. Largest number wins the battle and all the cards. IF the numbers are exactly the same, a war occurs. Players place three cards face down and flip a fourth card over to battle the opponent. Greatest number wins all the cards. Play stops when one player has no more cards to use.