## WORKSHEETS/ WORKBOOKS

Everyone: Complete the 3 worksheets on Time, Data Handling and Shape. They are all revision work. Do it in your jotters : .

## Circles:

WALT: understand number facts to 8. (MNU1-03a)
Use SHM1 Subtraction to 10 booklet.
Complete pages 21 and 22.

WALT: understand number sequences to 20. (MNU 0-02a)
SHM 1 Numbers to 100
Booklet Complete page 14.

Triangles and Squares:
WALT: recognise our family facts for numbers. (MNU 1-03a) Complete the worksheet.

## PLAY IT

Ordering and sequencing games https://www.topmarks.co.uk/ordering-and-sequencing/shapepatterns
https://www.topmarks.co.uk/Flash.aspx?f=pictograms Use horizontal Pictograms.

## COUNTING

It's important we keep practising our counting. This means using our knowledge of number sequences forwards and backwards. You can also practise counting in $2 \mathrm{~s}, 5 \mathrm{~s}, 10 \mathrm{~s}$... or even try groups of 3 or $4 \odot$.
Take a pile of anything you can find in your home or outside and count them e.g. books, pegs, tins, coins, stones, daisies, leaves.
Count them again...you should get the same number. Did you? Try counting them backwards.

MATHS
LEARNING
GRID P2 0I.06.20

## PLAY

You need a pack of playing cards. Take out all the face cards. Then play 21 s
Aim: to get as near to the total of 21 as possible.
Cards are face down in a pile.
Turn top card over. You say "twist" to get the next card and "stick" when you want to stop. If your total goes more than 21 then you are "bust". You keep "twisting" until you want to "stick".
If you want to make it harder, then use the rule that you can't stick before 16 .
Once you have finished your turn, it is the other person's turn. Person nearest 21 is
winner. I'll try to put a video on the Blog page © .

