

MATHEMATICS

Summer

Roll and Colour



Teach **THIS**

To Play: Take turns rolling the two dice. Add the dice together and then colour the answer circle. The winner is the player with the most circles coloured at the end.

You will need: 2 x six-sided dice and coloured pencils.

2

7

11

12

6

3

10

3

8

4

2

10

5

9

2

10

7

11

6

11

4

12

9

6

5

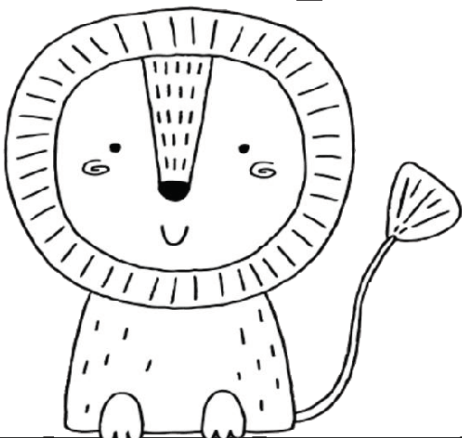
8

2

7

11

12



5

9

2

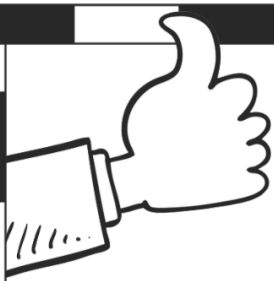
10

4

12

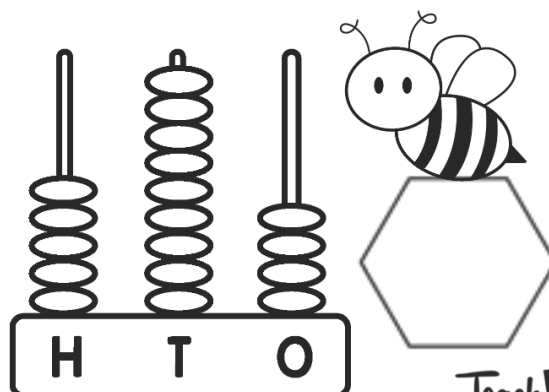
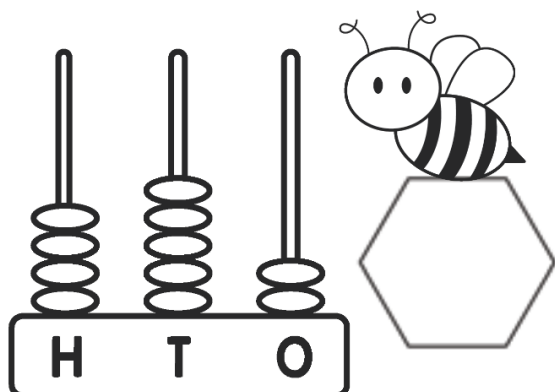
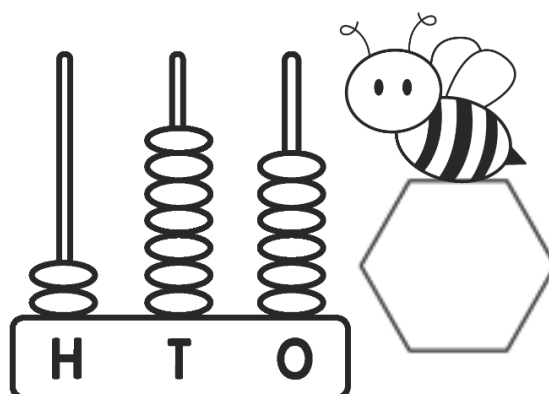
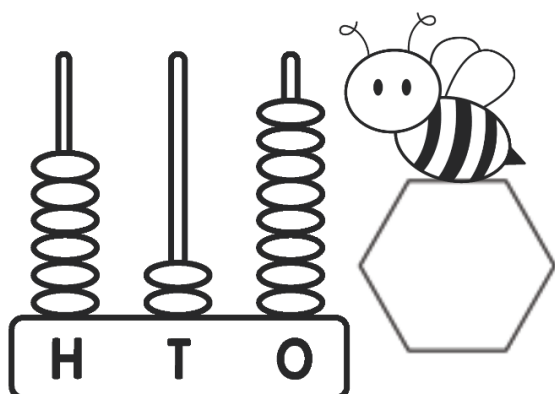
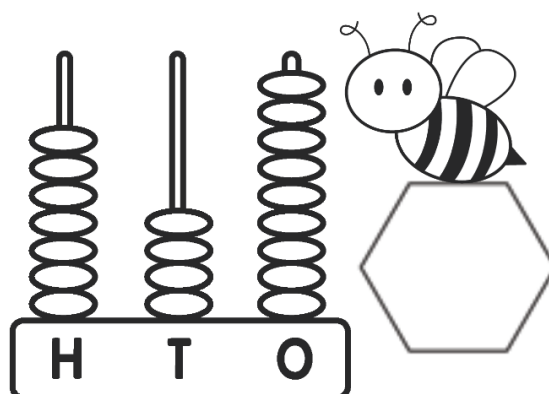
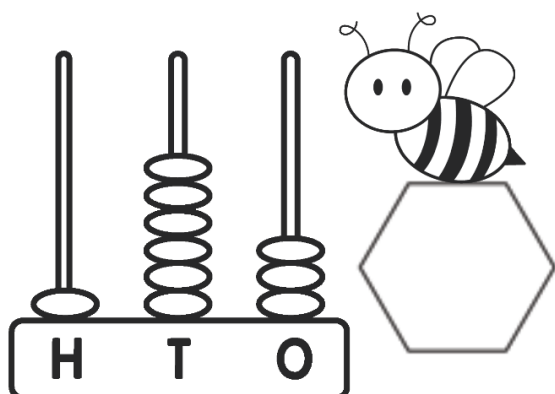
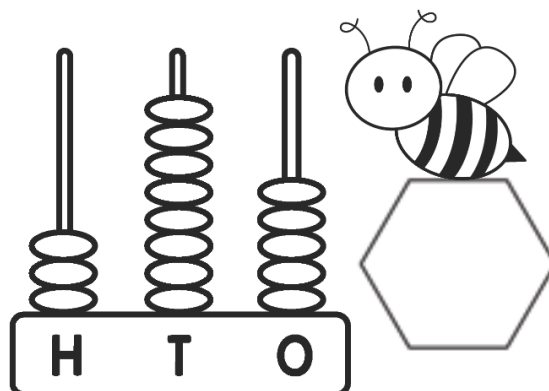
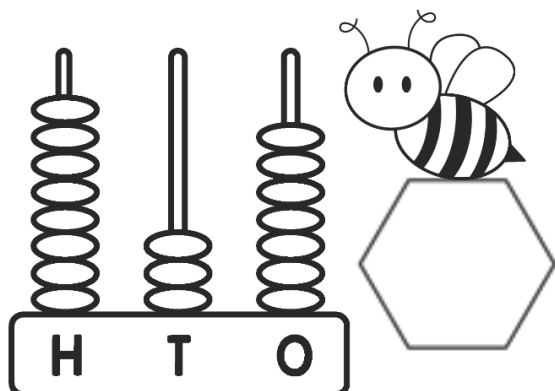
9

6



WHAT'S THE BUZZ?

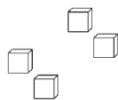
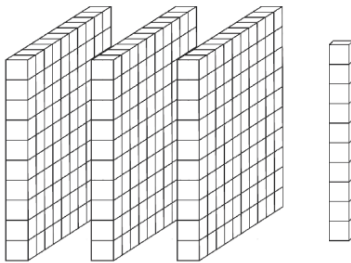
Can you read the number on the abacus?
Write the numeral inside the hexagon.



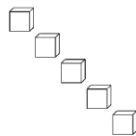
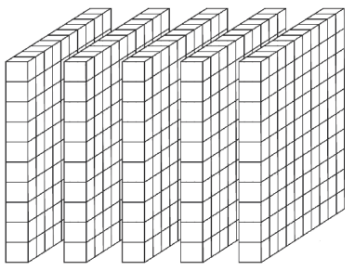
Place Value Blocks

Complete the following questions using what you have learned about place value.

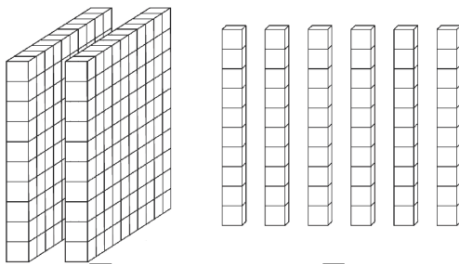
To 1000



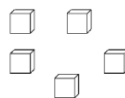
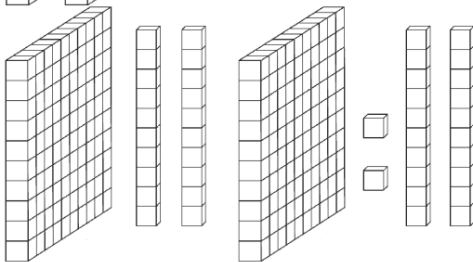
Hundreds	Tens	Ones



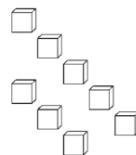
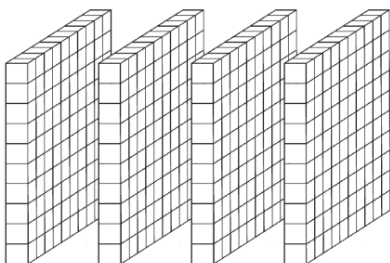
Hundreds	Tens	Ones



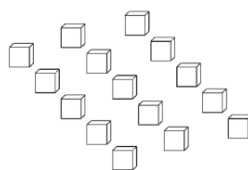
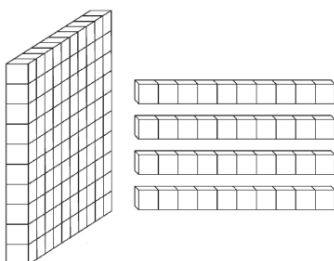
Hundreds	Tens	Ones



Hundreds	Tens	Ones



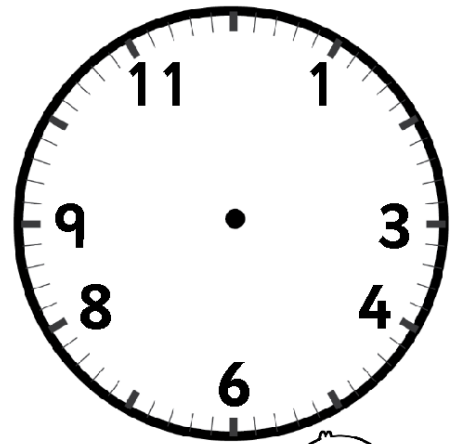
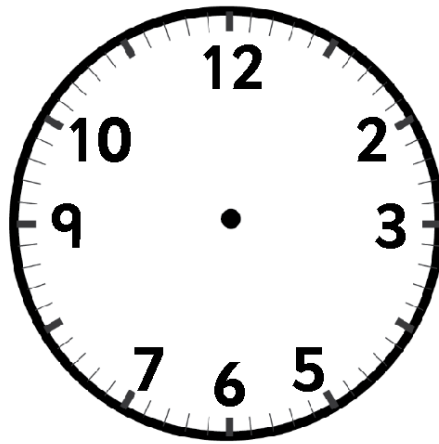
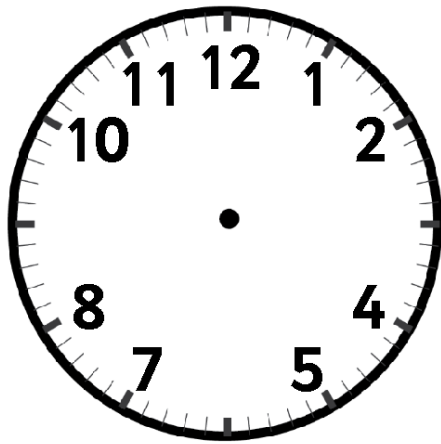
Hundreds	Tens	Ones



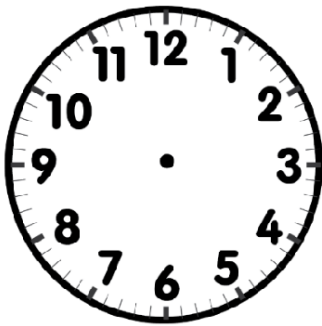
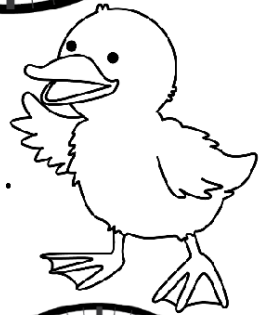
Hundreds	Tens	Ones

Analogue o'Clock

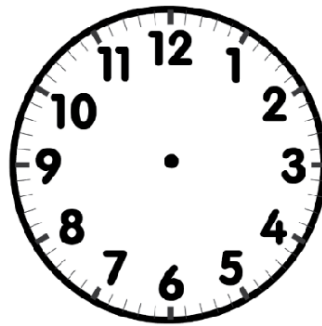
Complete the missing numbers on each clock face.



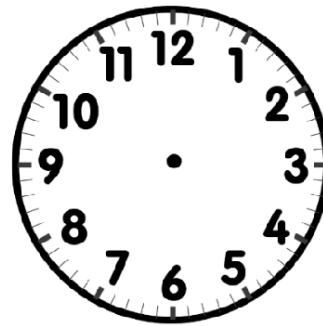
Draw the minute and hour hands on each clock.



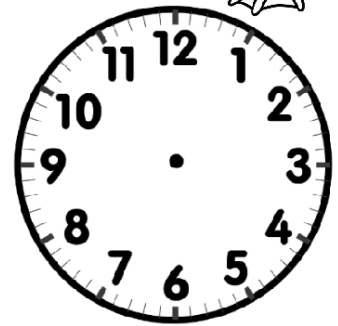
11 o'clock



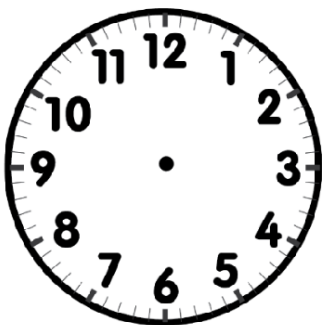
6 o'clock



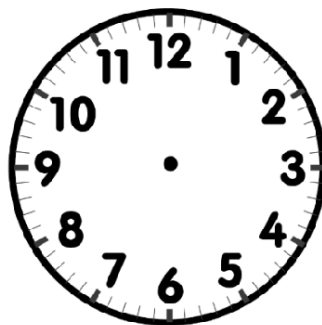
4 o'clock



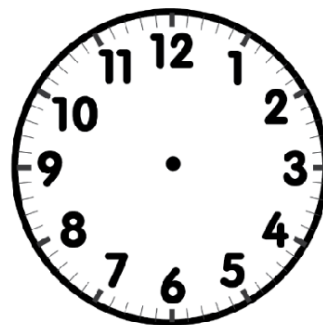
9 o'clock



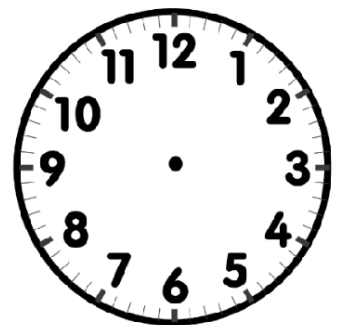
7 o'clock



12 o'clock



2 o'clock

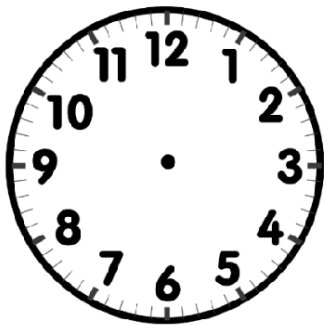


10 o'clock

Working With o'clock

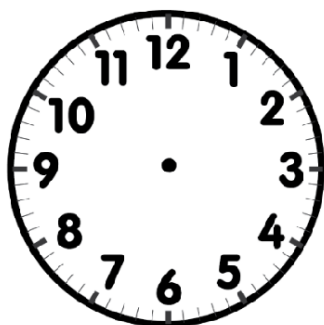
Draw the missing hands onto each clock.

4 o'clock



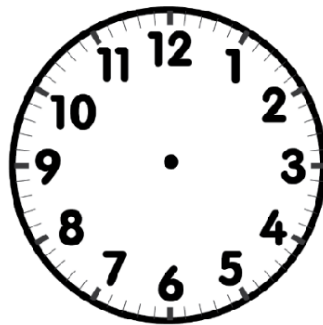
4:00

6 o'clock



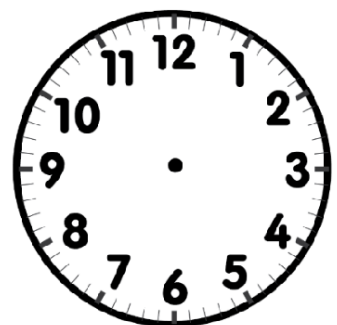
6:00

2 o'clock



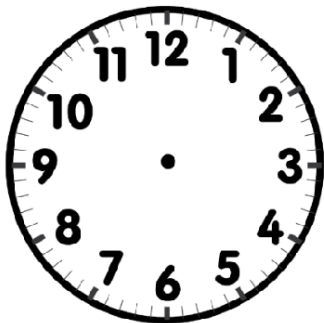
2:00

12 o'clock



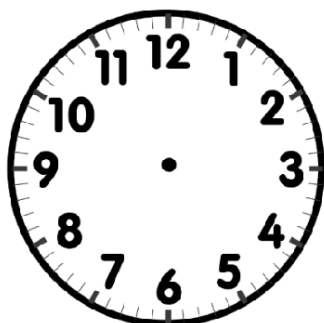
12:00

1 o'clock



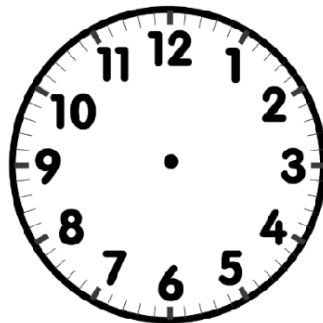
1:00

8 o'clock



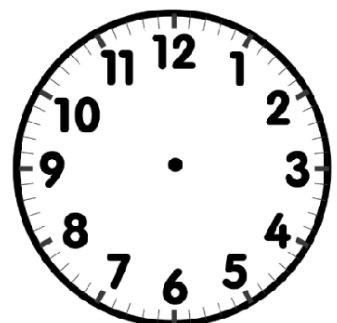
8:00

11 o'clock



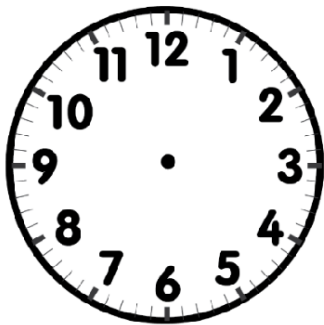
11:00

3 o'clock



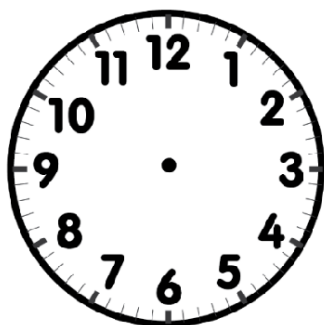
3:00

7 o'clock



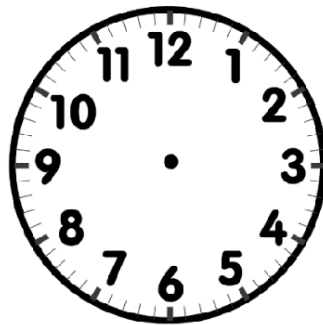
7:00

10 o'clock



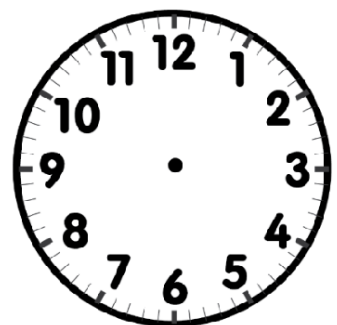
10:00

9 o'clock



9:00

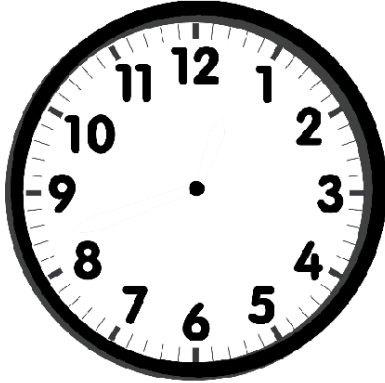
5 o'clock



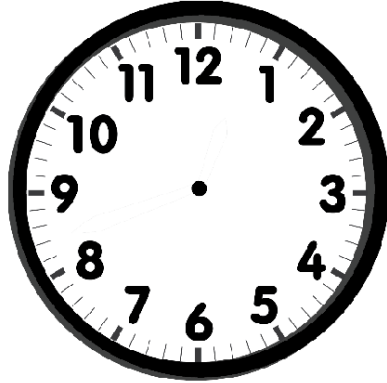
5:00

Half-Past Time

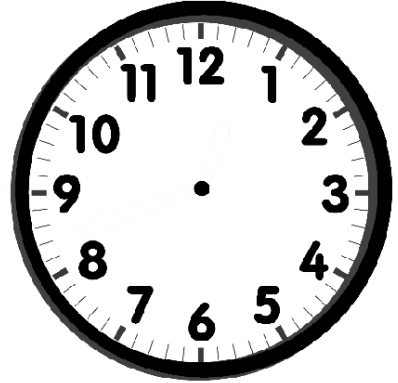
Write the time on the clock face :



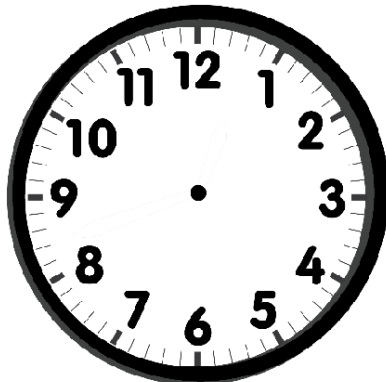
1:30



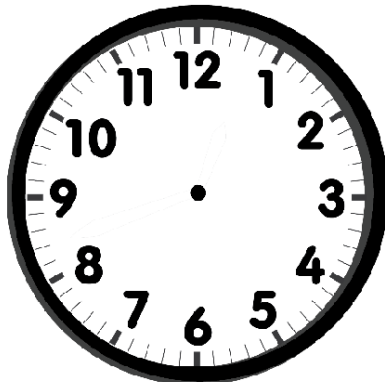
6:30



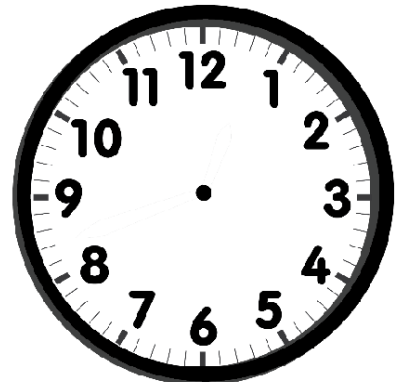
11:30



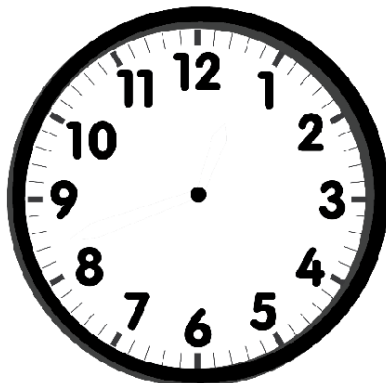
9:30



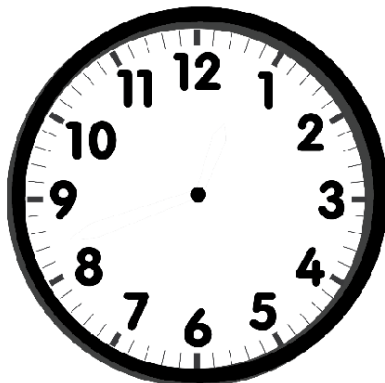
2:00



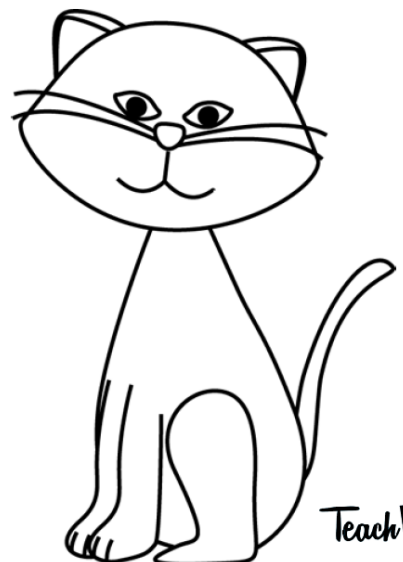
4:30



12:00



5:30





WHAT'S THE TIME MR. WOLF?

4:00	7:30	HAVE ANOTHER TURN	5:30
START	11:30	MISS A TURN!	6:30
1:00	10:00	2:00	3:30
COVER ANY CLOCK	1:30	3:00	11:00
TAKE AWAY ANOTHER PLAYER'S COUNTER	3:00	8:30	5:00
4:30	5:00	8:30	11:00

2 - 4 players

Need: A die and coloured counters for each player

1. Place your counter on 'Start'.
2. Take turns rolling the die and moving that number of spaces around the board.
3. Read the time out loud.
4. Place your counter on the matching clock.
5. If you can't put your counter on a clock, you miss that turn.
6. Take turns rolling and moving around the board until all clocks are covered.
7. The winner is the player with the most clocks covered.

Teach THIS

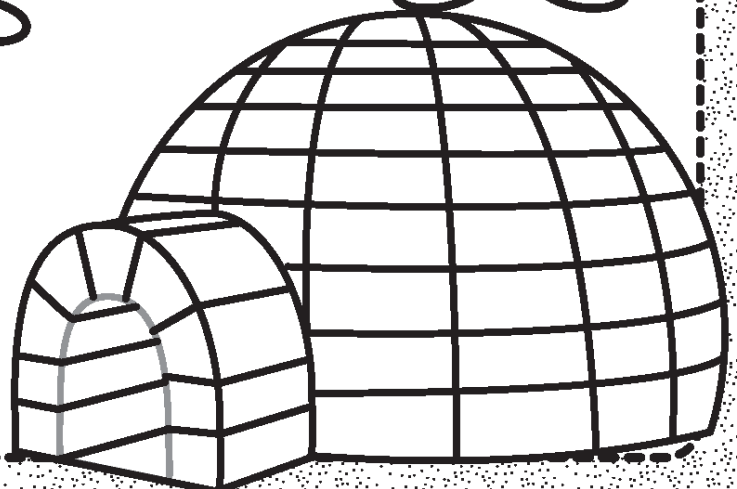
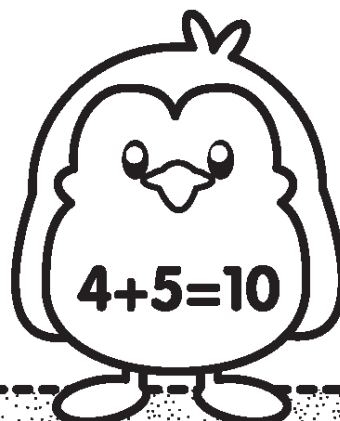
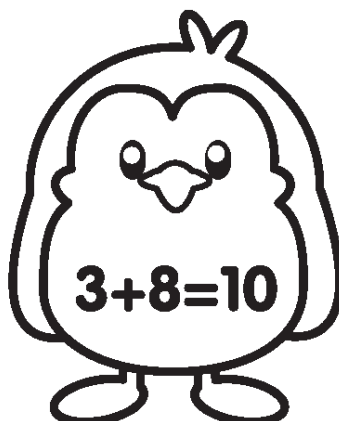
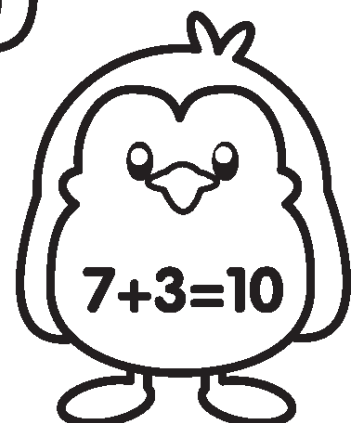
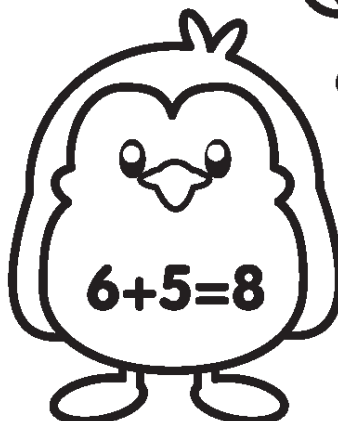
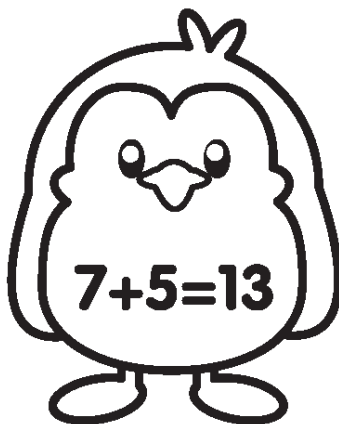
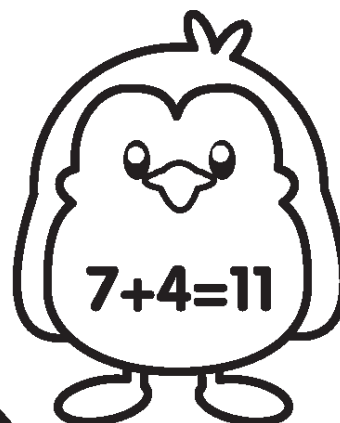
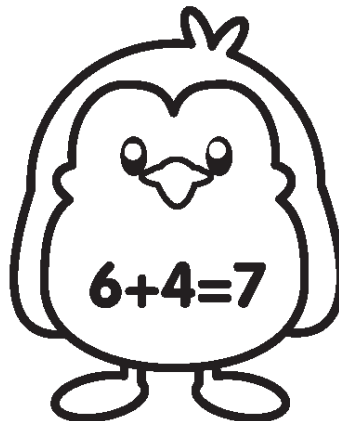
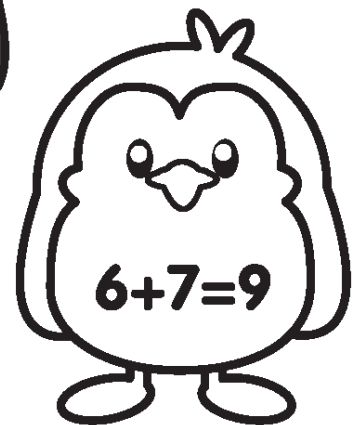
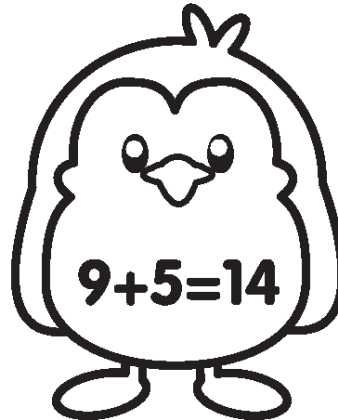
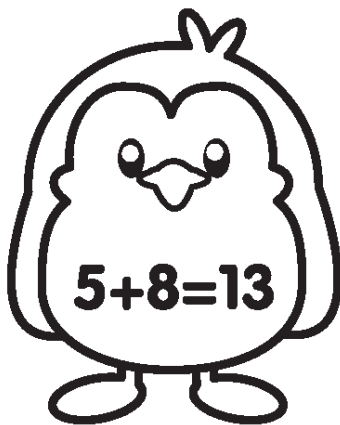
True or False Penguin

Name: _____

Teach **THIS**

 blue true

 pink false



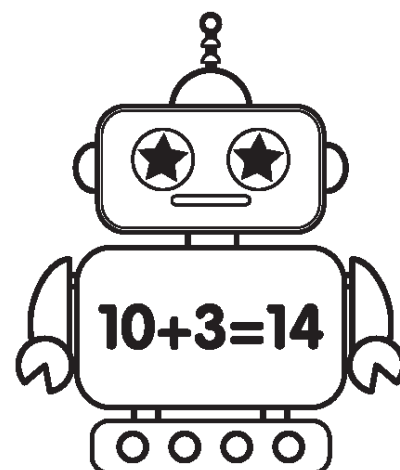
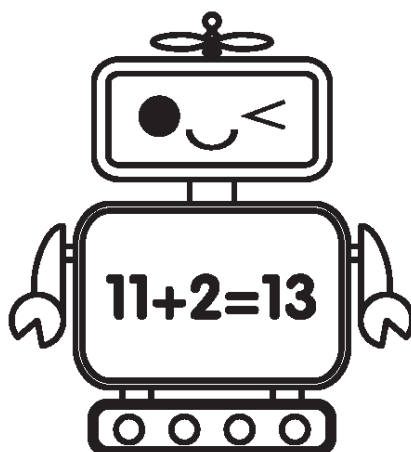
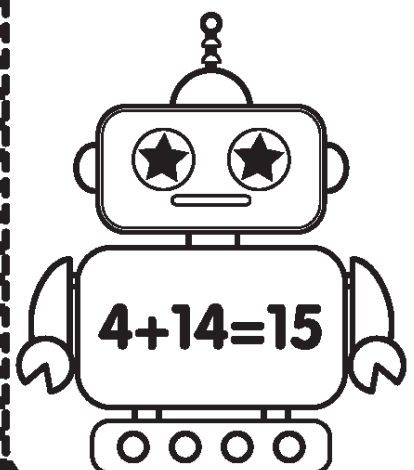
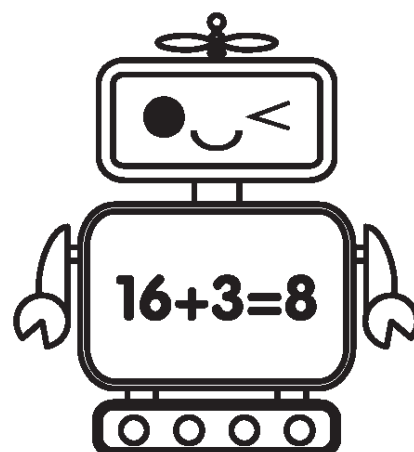
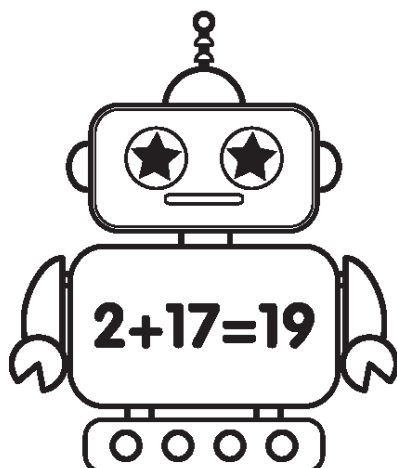
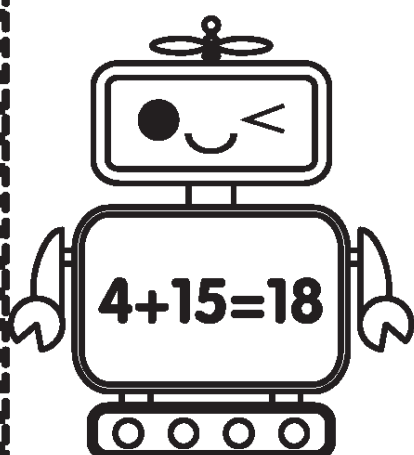
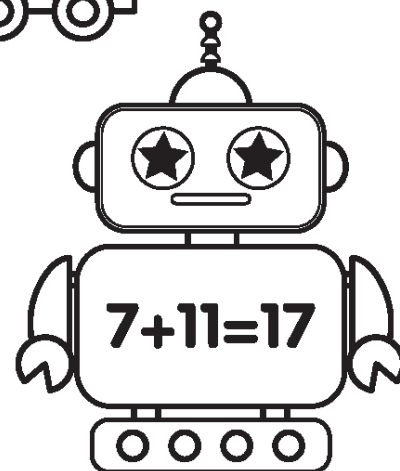
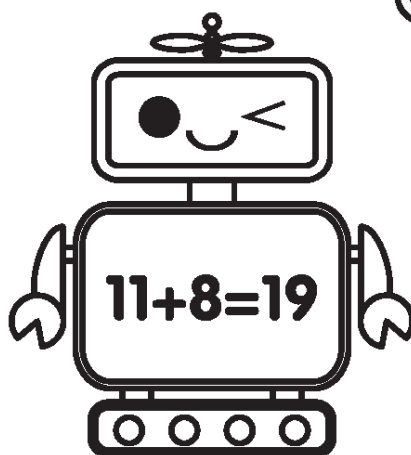
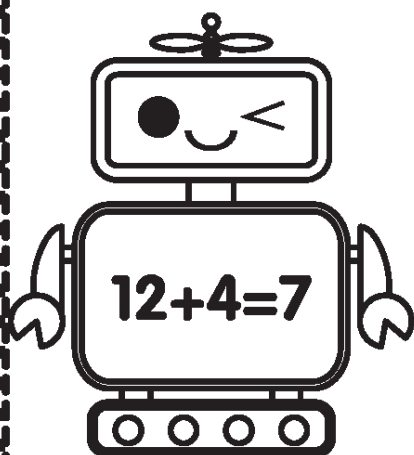
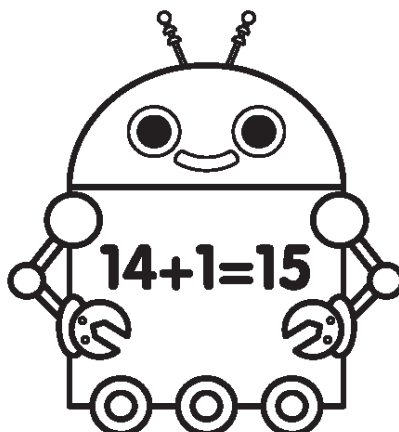
True or False Robot

Name: _____

Teach **THIS**

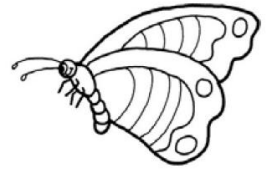
 blue true

 pink false





Doubles



1) Double 2 =

2) Double 25 =

3) Double 22 =

4) Double 10 =

5) Double 80 =

6) Double 200 =

7) Double 8 =

8) Double 4 =

9) Double 7 =

10) Double 30 =

11) Double 12 =

12) Double 50 =

13) Double 9 =

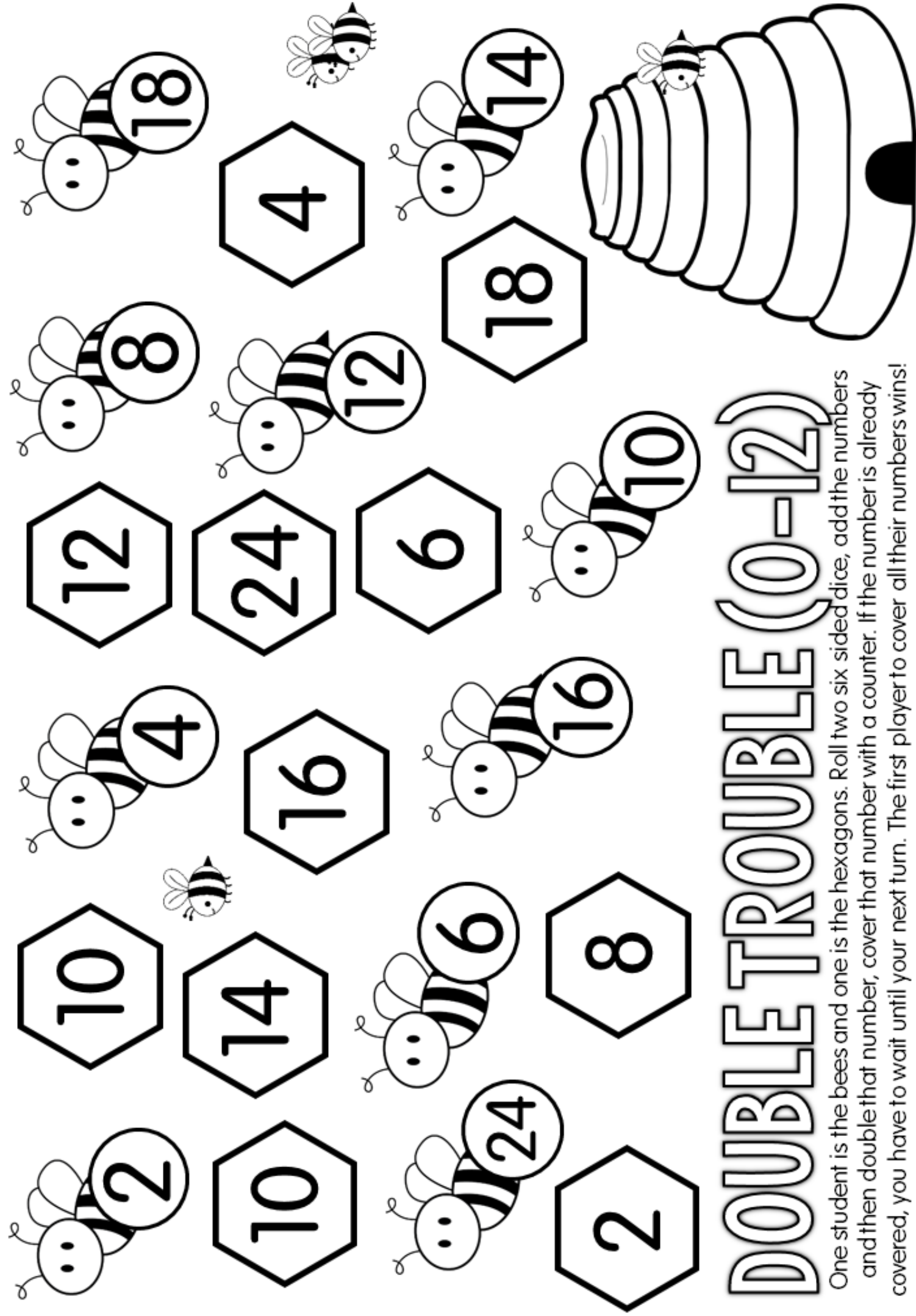
14) Double 5 =

15) Double 3 =

16) Double 11 =

17) Double 4 =

18) Double 6 =



DOUBLE TROUBLE (0-12)

One student is the bees and one is the hexagons. Roll two six sided dice, add the numbers and then double that number, cover that number with a counter. If the number is already covered, you have to wait until your next turn. The first player to cover all their numbers wins!