

Target

I can count forwards and backwards in multiples of 2

Activity Card 1: Shopping Run

Africa

You will need

→ 2p coins

What to do

1. Choose one of the items below:



Tambourine 42p



Stretchy Man 22p



Spirograph 38p

2. Using the 2p coins, count up in twos to the price of the item.
3. How many 2p pieces do you need to buy your item?
4. Choose another item. Use the 2p coins to count up in twos to the price of the item.
5. How many 2p coins do you need to buy the final item?

Target

I can count forwards and backwards in multiples of 2

Activity Card 2: Take the Last 2p

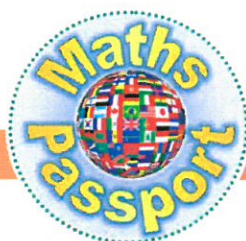
Africa

You will need

- 25 2p pieces
- 100 square
- A pencil
- A partner

What to do

1. The aim of the game is to take the last 2p coin.
2. Place the 2p pieces in a line in front of you.
3. Circle 50 on the 100 square because you have 50p in front of you.
4. The youngest player starts.
5. Each player takes it in turns to take one 2p coin or two 2p coins from the line.
6. When you take a coin, you circle on the 100 square how much is left in the line. For example, if the player who goes first takes one 2p coin, you circle 48 on the 100 square. If the player who goes first chooses to take two 2p coins, you circle 48 and 46 on the 100 square.
7. Now the eldest player has a turn. Again, you can choose to take one 2p coin or two 2p coins. The player then circles how much money is left in the line.
8. Players continue to take turns, removing either one 2p coin or two 2p coins. Remember to circle on the 100 square how much is left in the line.
9. The player who takes the last 2p coin in the line wins. Remember, you can only take one or two 2p coins each go.



Target

I know by heart all multiplication facts for 2 up to 2×12

Activity Card 1: Memory Game

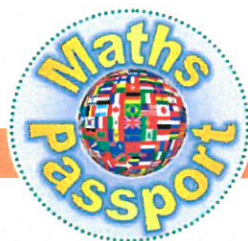
Africa

You will need

- Cards with 2×0 to 2×12 written on one side.
- Cards with multiples of 2 to 24 written on one side.
- A partner

What to do

1. The aim of the game is to be the player with the most pairs.
2. Put all the cards together and shuffle them well.
3. Place the cards face down in front of you.
4. The oldest player starts.
5. Turn over one card so your partner can see it.
6. Turn over another card.
7. You are trying to find two cards which match. For example, if you turn over 2×6 , you need to find the card with 12 written on it. If you turn over 22, you are trying to find the card with 2×11 written on it.
8. If the cards match, you win the pair and have another go.
9. If the cards do not match, turn the cards back over. It is now your partner's turn.
10. When two cards do not match, try to remember what each card was and where it was. This will help you to get more pairs.
11. The player who wins the most pairs when all the cards are gone is the winner.



Target

I know by heart all multiplication facts for 2 up to 2×12

Activity Card 2: Testing Times

Africa

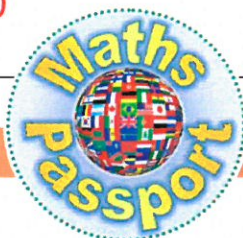
You will need

- A partner
- A whiteboard and pen or paper and pencil

What to Do

1. The youngest person holds the card so their partner cannot see it.
2. The youngest person then reads out the first number sentence written below, **but not the number in red.**
3. The oldest person writes down the answer.
4. When the oldest person has written their answer down, the youngest person reads out the next number sentence, **but not the number in red.**
5. The oldest person then writes down the answer to this number fact.
6. Continue like this until all thirteen number facts have been read out and written down.
7. Now share the card and use the numbers in red to help mark each answer.
8. When all thirteen answers have been marked, swap over so the oldest person reads the questions and the youngest person writes the answer.

1. $2 \times 5 = 10$
2. $2 \times 9 = 18$
3. $2 \times 7 = 14$
4. $2 \times 3 = 6$
5. $2 \times 0 = 0$
6. $2 \times 12 = 24$
7. $2 \times 8 = 16$
8. $2 \times 2 = 4$
9. $2 \times 11 = 22$
10. $2 \times 4 = 8$
11. $2 \times 1 = 2$
12. $2 \times 10 = 20$
13. $2 \times 6 = 12$



Target

I know by heart all division facts for 2 up to 24

Activity Card 1: Division Towers

Africa

You will need

- A whiteboard and pen or paper and pencil
- 24 cubes

What to Do

1. Copy and complete the division facts below:

→ $18 \div 2 =$

→ $0 \div 2 =$

→ $8 \div 2 =$

→ $24 \div 2 =$

→ $10 \div 2 =$

→ $2 \div 2 =$

→ $14 \div 2 =$

→ $20 \div 2 =$

→ $4 \div 2 =$

→ $12 \div 2 =$

→ $6 \div 2 =$

→ $22 \div 2 =$

→ $16 \div 2 =$

2. Now check your answers. To do this, count out the number of cubes for each question and make a tower. For example, the first tower will be 18 cubes high.
3. Break the tower into two equal sized, smaller towers. You have now divided your big tower by 2.
4. Count how many cubes there are in **one** of the smaller towers you have just created. This is the answer to the division question. Check it against the answer you wrote down.
5. Check each of the other questions by building a tower and dividing it into two equal sized smaller towers.



Target

I know by heart all division facts for 2 up to 24

Activity Card 2: Memory Game

Africa

You will need

- A partner
- Cards with $0 \div 2$ to $24 \div 2$ written on one side.
- Cards with numbers 0 to 12 written on one side.

What to Do

1. The aim of the game is to be the player with the most pairs.
2. Put all the cards together and shuffle them well.
3. Place the cards face down in front of you.
4. The oldest player starts.
5. Turn over one card so your partner can see it.
6. Turn over another card.
7. You are trying to find two cards which match. For example, if you turn over $18 \div 2$, you need to find the card with 9 written on it. If you turn over 11, you are trying to find the card with $22 \div 2$ written on it.
8. If the cards match, you win the pair and have another go.
9. If the cards do not match, turn the cards back over. It is now your partner's turn.
10. When two cards do not match, try to remember what each card was and where it was. This will help you to get more pairs.
11. The player who wins the most pairs when all the cards are gone is the winner.



Target

I can recognise odd and even numbers up to 100

Activity Card 1: That's Odd!

Africa

You will need

- A 100 square
- Two counters
- A 1-6 dice
- A partner
- A whiteboard and pen or paper and pencil

What to Do

1. Draw a line down the middle of the whiteboard and write your name at the top of one side. Your partner writes their name at the top on the other side.
2. Each player rolls the dice. The person rolling the lowest number starts. If the numbers are the same, both players roll the dice the dice again.
3. The player who rolled the lowest number rolls the dice again. They then choose their counter and count on move it along the 100 square the number shown on the dice.
4. If you land on an odd number, write it down on your side of the whiteboard.
5. Now it is your partner's turn. They roll the dice and move their counter the correct number of spaces. If your partner lands on an odd number, they write it down on their side of the whiteboard.
6. Take turns rolling the dice. Every time you land on an odd number, write the number down on your side of the whiteboard.
7. When a player reaches 100, the game is over.
8. Count up how many odd numbers each player landed on.
9. The player who landed on the most odd numbers is the winner!



Target

I can recognise odd and even numbers up to 100

Activity Card 2: Number Runner

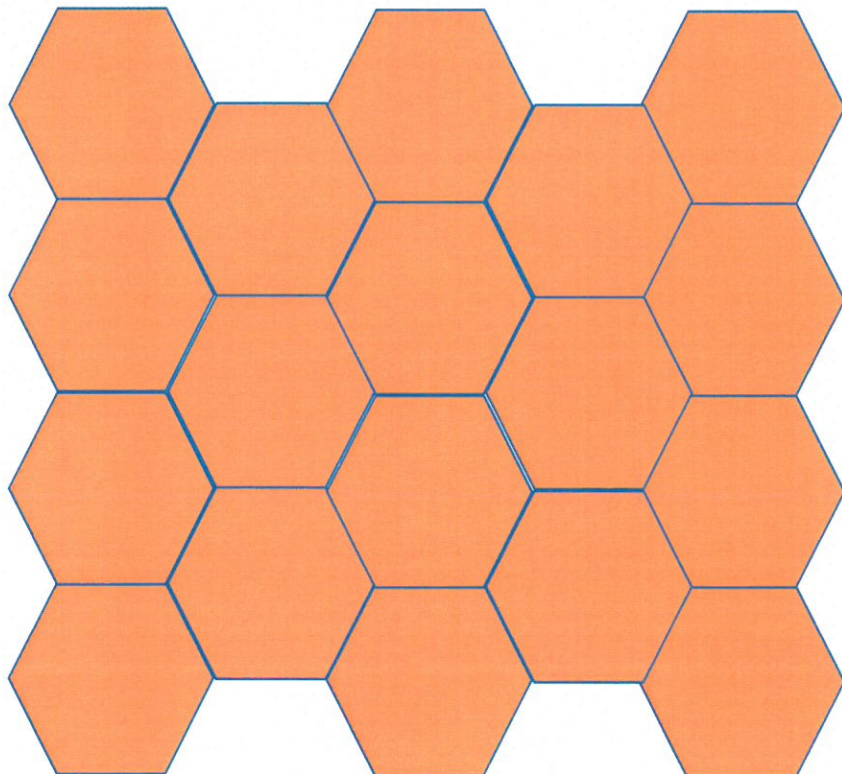
Africa

You will need

- A partner
- Coloured counters
- A tens dice and a ones dice

What to Do

1. The aim of the game is to make a path from one side of the grid below to the other.
2. The oldest player collects odd numbers. The youngest player collects even numbers.
3. Roll both dice. Put the tens and the ones together to make a number. If the number is odd, the oldest player takes one of their counters and places it anywhere on the grid. If the number is even, the youngest player takes one of their counters and places it anywhere on the grid.
4. The first person to make a path from one side to the other is the winner.



Target

I can count in 10s from any number, forwards and backwards

Activity Card 1: 100 Square Race

Africa

You will need

- A 100 square
- 2 counters
- A partner
- A dice

What to Do

1. Choose a starting number along the middle line – any number in the fifties (it does not matter which one)
2. Place both players' counters on this square.
3. Roll the dice.
4. If the dice lands on an odd number, the youngest player moves their counter back 10 squares.
5. If the dice lands on an even number, the oldest player moves their counter forward 10 squares.
6. Roll the dice again and move the appropriate counter as described above.
7. The winner of the game is the first player to reach the end of the 100 square they are moving their counter towards.
8. What do you notice about each number you and your partner have landed on? What does every number have in common?
9. Play again, choosing a different number to start on. What do you notice about the numbers you land on this time?



Target

I can count in 10s from any number, forwards and backwards

Activity Card 2: Ladder Game

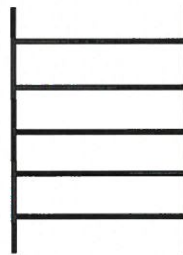
Africa

You will need

- A tens dice and a ones dice
- A partner
- A whiteboard and pen or paper and pencil

What to Do

1. Draw a line down the middle of your whiteboard.
2. Write your name at the top of one side and your partner's name at the top of the other side.
3. Both players copy the ladder below on their side, making sure they have six spaces on their ladder.



4. The eldest player starts. Roll both dice to create a 2-digit number. Write this number down to remind you what it was.
5. Roll the tens dice again. The eldest player decides whether they want to add (count on) that number to the first number they rolled, or take away (count back) that number from the first number they rolled.
6. When the player has counted on or back, they then decide where to put it on their ladder. Once on the ladder, it cannot be moved.
7. Now it is the youngest player's turn to roll both dice to make a 2-digit number. They then roll the tens dice again and decide whether to count on or back. They put the number in their ladder.
8. Each player has six turns.
9. When putting numbers onto the ladder, players are not allowed to put a larger number underneath a smaller number. This might mean that a player cannot go, in which case it is the other player's turn.
10. The winner is the player with the most numbers on their ladder after each player has had six turns.



Target

I can count forwards and backwards in multiples of 10

Activity Card 1: 120

Africa

You will need

→ A partner

What to do

1. The aim of the game is to be the player to say 120.
2. Beginning at 0, the youngest player starts. They can choose to say the first multiple of 10 (e.g. 10) or the first and second multiples of 10 (e.g. 10, 20).
3. Now it is the oldest player's turn. Starting from the last number Player 1 said, Player 2 chooses to say either the next one or two multiples of 10 (for example, if Player 1 started by saying, "10," Player 2 could choose to say, "20," or , "20, 30."
4. Player 1 has another turn. Starting from the last number Player 2 said, Player 1 chooses to say the next multiple of 10 or the next two multiples of 10.
5. Players take it in turns to count on in multiples of 10, choosing to say the next multiple of 10 or the next two multiples of 10.
6. The player who says 120 wins!



Target

I can count forwards and backwards in multiples of 10

Activity Card 2: Money Belt

Africa

You will need

- Twelve 10p coins
- A 1-6 dice
- A whiteboard and pen or paper and pencil

What to Do

1. Place the coins in a line. Count up from 0 in 10s to make sure you have 120p.
2. Roll the dice.
3. If you roll an odd number, remove one 10p piece from the money belt. Count back one ten from 120 and write the new number on your whiteboard.
4. If you roll an even number, remove two 10p pieces from the money belt. Count back two tens from 120 and write the new number on your whiteboard.
5. Roll the dice again. If you roll an odd number, remove one more 10p coin and count back one ten. Write this number down. If you roll an even number, remove two 10p coins and count back two tens. Write the new number down.
6. You need to finish on exactly zero – you cannot take away two 10p coins if you only have one left.
7. What is the least number of turns you could take to get to zero?

