

Maths 4U

Second Grade

Numbers to 100

Pages 5 – 6

Start

Bring a stuffed piglet / the poster of a piglet and show it to ss.

Ask them to give it a name.

Brainstorm some words for parts of the boy.

Invite some students to write numbers and words for the parts of the body of the piglet.

- eyes – 2 / two
- mouth – 1 / one
- legs – 4 / four
- etc.

Stick on the board 10 pictures of piglets – the same.

Tell students to look at the TAKE THE CHALLENGE section to identify and circle key information.

- How many – count and write numbers
- Part of the body – legs

Invite some students to count legs and write the totals.

- T circles 1 piglet and writes:
- 1 piglet, 4 legs – then erase the circling.
- T circles 2 piglets, counts the legs and writes:
- 2 piglets, 8 legs

“Make sure you have peripheral stimulation – posters with numbers up to 100 so students can use it and avoid depending on the T all the time, due to the fact that they will know what information they need and where to find it.”

Get ss reading the questions and using the information on the board to answer.

“Erase all the unnecessary information- so students can discriminate and spot easily.”

During

Tell students that they will be playing to find numbers and that they will have to circle them using the colour you mention.

Select four numbers at the time. Then say and write on the board.

- Get a yellow colour, now find the words six, eighteen, forty and ninety.

Ss have to circle the words and the numbers.

Invite one s to write the numbers below the words you wrote.

Tell students that there is one more game.

Write on the board the numbers in the first box on page 6 – the same way they appear in the book.

As you write the numbers, get students saying them.

Now, on the other side, write the words – change the order they appear in the book.

Invite two ss to participate at the time. Explain to them that they will be standing at the sides, next to you, and that you will be holding a marker.

Tell them that you will call out a number, and that the first ss to get the marker will have 3 seconds to find the pairing on the board.

When the game is over, foster a congratulating, celebrating and next time try harder attitude towards competing.

Tell ss to do the matching in the book.

End

Tell ss to look at the bars on page 6. Explain to them that some numbers are missing and that you will help them find the answers by sticking papers on the board, which will have the answers for all the gaps, but not in order, they will be scrambled, so they must look carefully and choose the right one for each space.

Remind students that they can't write anything before you say the chosen number is the correct one.

Try to monitor while running the activity, so that you can make sure ss are writing the numbers in the right places.

Time for you to decide on the notes for students to write.

“Sometimes, there is no time at the end of a class to get some notes written down, so make sure ss have plenty of speaking / oral practice to avoid having trouble with running out of time days.”