KeeP-uppI Maths Workout

Year 2 - Pack 2 Answers

KPIs for Term 1 (continued)

Recall and use addition facts to 10

Add two 2-digit numbers

Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces

Addition Facts Workout

Workout A

7 + 2 =	9	10	= 5 + 5	17	= 5 + 7 + 5
2 + 6 =	8	10	= 7 + 3	18	= 8 + 7 + 3
3 + 4 =	7	10	= 8 + 2	15	= 8 + 5 + 2
4 + 6 =	10	7	= 4 + 3	13	= 4 + 3 + 6
3 + 6 =	9	9	= 5 + 4	16	= 6 + 5 + 5

Tick boxes that have a total of 11

- 7 + 4 ✔
- 7 + 3 + 1 ✔
- 6 + 2 + 4
- 5 + 4 + 2 ✔
- 3 + 4 + 5

Addition Workout

Workout B

14 + 20 =	34	14 + 21 =	35	14 + 19 =	33	24 + 29 =	53
20 + 28 =	48	21 + 28 =	49	19 + 28 =	47	19 + 19 =	38
27 + 30 =	57	27 + 31 =	58	27 + 29 =	56	29 + 29 =	58
30 + 46 =	76	31 + 46 =	77	29 + 46 =	75	39 + 39 =	78

Addition Workout

Workout C

20	= 14 + 6	21	= 14 + 7	15 + 26 =	41	23	= 14 + 9
40	= 24 + 16	41	= 24 + 17	25 + 26 =	51	43	= 24 + 19
90	= 54 + 36	91	= 44 + 47	35 + 36 =	71	93	= 54 + 39
92	= 55 + 37	93	= 55 + 38	36 + 37 =	73	93	= 55 + 38

9 or 19 More Game

You need:
100 Board (on the next page.)
Two sets of cards 1 - 9 (Use playing cards or print off the cards at the back of the pack.)
Counters or coloured pencils for each player.

To play:
Shuffle the two sets of cards together.
Put the cards in a deck face down.
Take it in turns to turn over two cards, to make a two-digit number. The first one is the tens digit, the second one is the ones digit.
(Once you have played this a few times, allow players to choose which digit represents the tens and which represents the ones.)
Choose whether to find 9 or 19 more than your number and cover the answer on the board.

I have turned over a 3 and a 7
If I have 3 tens and 7 ones the number is thirty-seven.
I will find 19 more than 37 by adding 20 then taking away 1
I will cover 56 on the board.

Place the cards in a discard pile, then it is the next player's turn.

If all the cards have been used, shuffle them and continue playing.

To win:
The winner is the first player to get 5 in a line vertically, horizontally or diagonally.

9 or 19 More Game Board

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Missing Number Workout

Workout E

Put digits in the empty boxes so that the calculations are correct.

Complete them in several different ways.

$$\boxed{1}9 + 2\boxed{9} = 4\boxed{8}$$

$$8\boxed{3} = 4\boxed{2} + 41$$

$$4\boxed{4} + \boxed{7} = 51$$

$$\boxed{5}6 = 3\boxed{0} + 2\boxed{6}$$

Are there any boxes that it is impossible to put a 3 in? Why? What about other impossible digits?

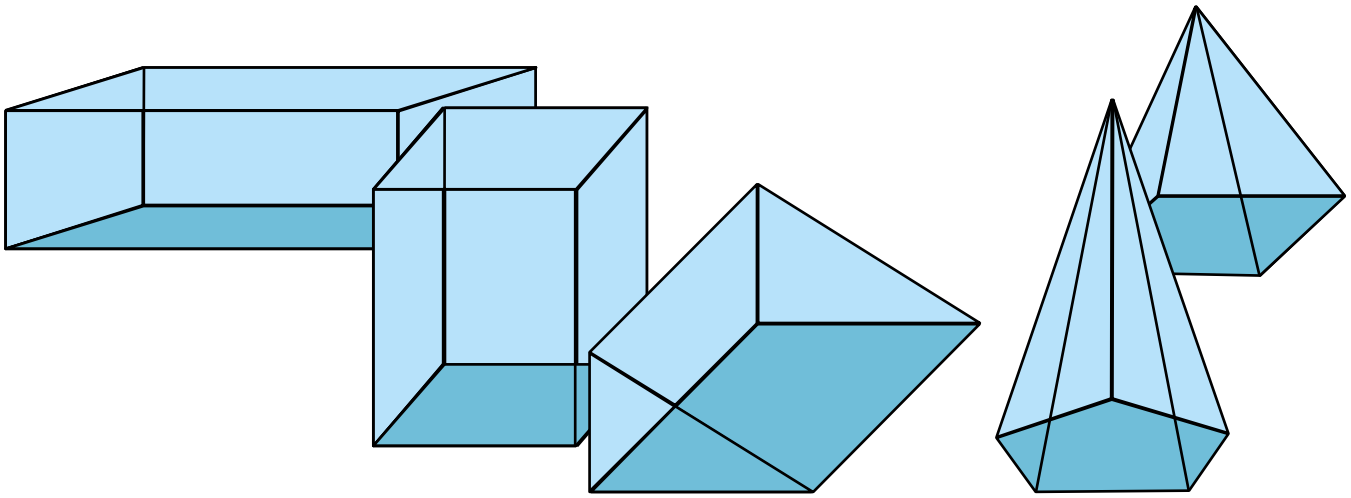
Are there any boxes that could have any of the digits in them?

Now complete it using the digits 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9 once each.

Shape Challenge

Workout F

Colin has lots of 3D shapes.
He has cuboids, pyramids and prisms.



Colin chooses a cuboid. He counts the vertices, edges and faces.
He cuts it into two 3D shapes. He counts the vertices, edges and faces of his new shapes.
Choose a shape and count the vertices, edges and faces.
Imagine cutting it in half and count the vertices, edges and faces of your two new shapes.

Possible solution

Cuboid	Original shape	First new shape	Second new shape
Vertices	8	8	8
Edges	12	12	12
Faces	6	6	6

Repeat this with other 3D shapes.

What do you notice?

Word Problem Workout

Workout G

1. Pencils are sold in packs of twenty-six.
   A teacher buys two packs.
   How many pens does he buy?

52

2. Coco's eats 23 crackers on Tuesday.
   She eats 27 crackers on Wednesday.
   How many crackers does she eat in total?

50

3. Colin collects 43 superhero stickers.
   Coco collects 28 superhero stickers.
   How many stickers do Colin and Coco have altogether?

71

4. Colin pulls a 3D shape out of his shape bag.
   It has 8 vertices. It has 12 edges.
   What is his shape? How many faces does it have?

cuboid, 6 faces

5. Coco and Colin are playing Fact Snap. They say 'Snap' whenever two numbers add to make 10. List all the pairs that are 'Snap' as quickly as you can.

10+0, 9+1, 8+2, 7+3, 6+4, 5+5, 4+6,
3+7, 2+8, 1+9, 0+10

Create your own problems adding two 2-digit numbers.

Matching Workout

Workout H

Match questions to correct answers or to other questions with the same answer. Fill in the missing buddies.

5 + 4	5 + 3
4 + 6	4 + 3
7 + 3	9
7	5 + 1
3 + 3	8 + 2
4 + 4	4 + 2
6	10
2 + 3	5 + 2
6 + 1	4 + 1

Match numbers, so the first number plus the middle number equals the last number. Fill in the missing numbers.

	+		=	
34		18		50
21		36		97
18		37		36
46		30		59
43		63		71
20		38		105
42		19		82
15		54		34

Create your own Matching Workout.

Cards for the Games

1

2

3

4

5

6

7

8

9

0