Numeracy w/c 07.4.14 Year 2 –

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|  | **Mental Oral Objective** | **Mental Oral activity** | **Objective**  **WALT** | **Success Criteria**  **WILF** | **Connection** | Activation | **Activity** | **Demo/**  **Consolidation** | **AFL** |
| Monday | Number facts | Pairs of numbers to make 10/20 | WALT: Solve word problems. | WILF  Aspire – I can find key words to help me identify which calculation I need to do.  Challenge – I can use jottings to help me add 2 amounts.  Achieve – I can use object to help me add 2 amounts. | Calculation vocabulary.  Match to each operation. | Adding/taking away | Children to find trail of Easter problems around classroom to answer. (RP)  LA- Find eggs outside and add 2 numbers together. (TB)  GB- next steps | Demo –  Problem on board for children to solve.  Consolidation –  PA you partners w/b work. |  |
| Tuesday | Number facts | Pairs of numbers to make 10/20 | WALT: Add amounts | WILF  Aspire – I can look for patterns of numbers to speed up my working out.  Challenge – I can add amounts to find a total.  Achieve – I can use objects to help me add small amounts. | Lucky Dip- Choose 2 numbers from the hat and add them mentally. | Model using objects then number line.  SEN- using numicon shapes to support adding. | Play angry birds and add digits in high scores to find a total. | Quick add- prize for fastest correct answer. Encourage explanations of working out. |  |
| Wednesday  RP out |  |  | WALT: discuss properties of shapes. | WILF  Aspire – I can talk about faces, edges and points when discussing 3d shapes.  Challenge – I can talk about the number of and shape of faces on 3d shapes.  Achieve –I can name 2d shapes and talk about their properties. | Sort 3d and 2d shapes. | Look at 3d shapes and discuss. What do we already know? What key words can we discuss?  Teach faces, edges, points. | HA/MA- 3D nets- creating angry birds. Label face,edge,point  LA- 2d shapes to create angry birds. Add features to 3d shapes and discuss features. | Show a partner your Angry bird. What key words can you use when talking about your bird? |  |
| Thursday |  |  | WALT: Add amounts. | WILF  Aspire – I can look for patterns of numbers to speed up my working out.  Challenge – I can add amounts to find a total.  Achieve – I can use objects to help me add small amounts. | Quick add- prize for fastest correct answer. Encourage explanations of working out. | Angry birds practical game adding up scores. Build up a large scale angry bird set using wooden blocks with values on. Model using jottings to support working out. | Children to use groups angry birds sets (wooden blocks with values) to calculate their score.  LA- single digits  MA- Multiples of 10  HA- Mixture of digits/values. | Look at photographs of childrens workings out. Children to explain methods. |  |