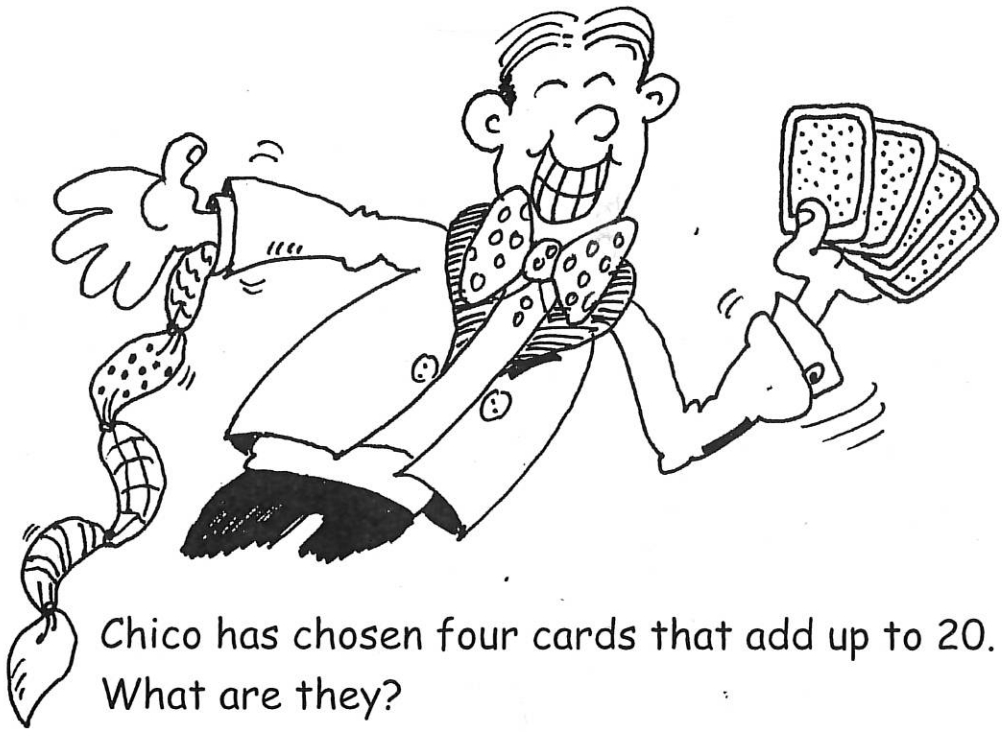
Card tricks

Chico's cards are all different.
There is a number from 1 to 8 on each card.



Chico has chosen four cards that add up to 20.
What are they?
There are seven different possibilities.
Try to find them all.

What if Chico has three cards that add up to 16?

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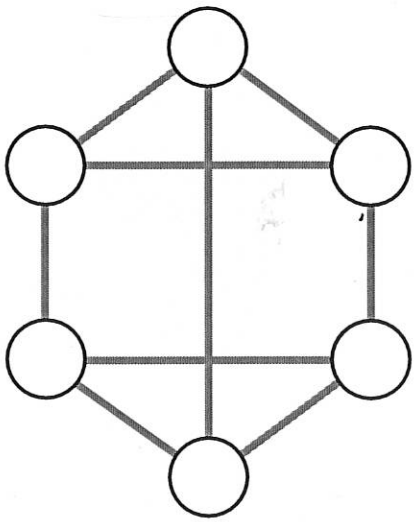
Teaching objectives

Solve mathematical problems or puzzles.
Know addition and subtraction facts up to 20.
Add three or four small numbers mentally.

Neighbours

Use each of the numbers 1 to 6 once.
Write one in each circle.



Numbers next to each other must not be joined.
For example, 3 must not be joined to 2 or 4.

1 2 3 4 5 6

Teaching objectives

Solve mathematical problems or puzzles.
Order numbers 0 to 9.
Explain methods and reasoning.

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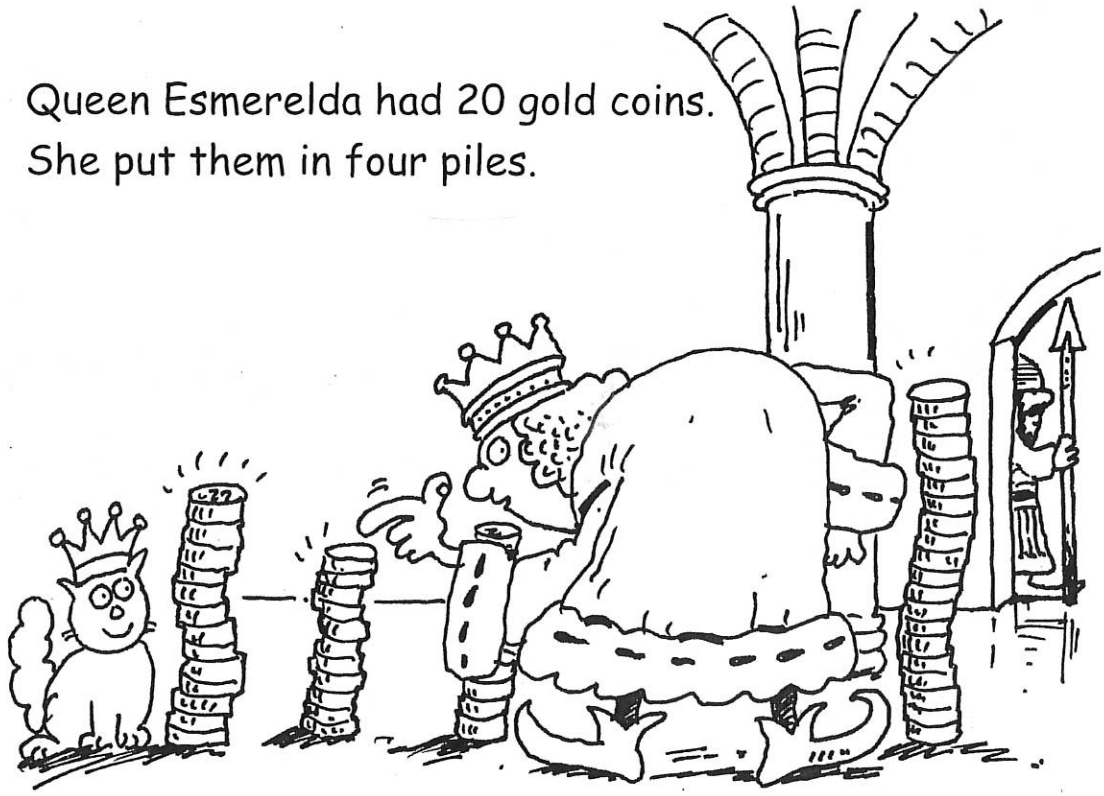
Queen Esmerelda's coins

Queen Esmerelda had 20 gold coins.
She put them in four piles.



- The first pile had four more coins than the second.
- The second pile had one less coin than the third.
- The fourth pile had twice as many coins as the second.

How many gold coins did Esmerelda put in each pile?

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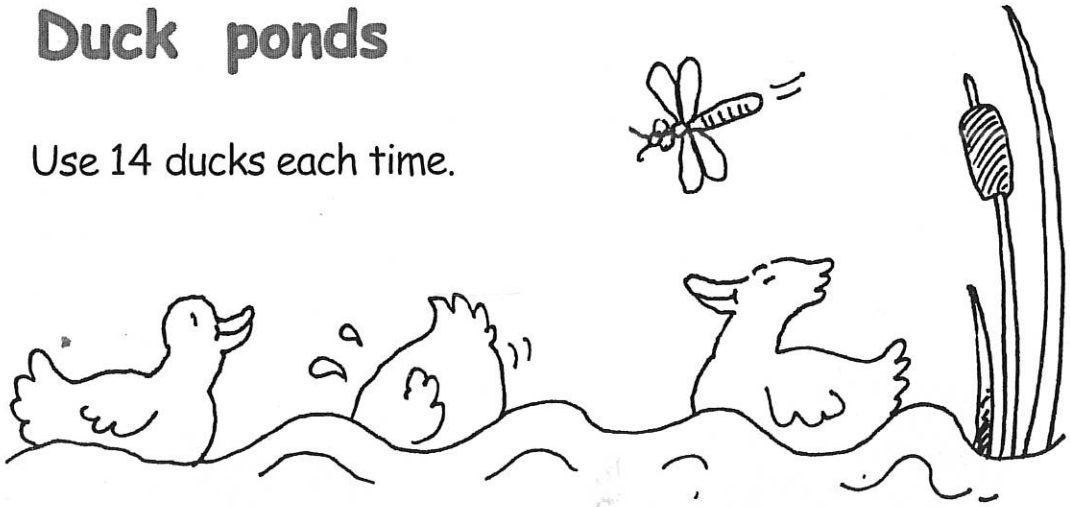
Teaching objectives

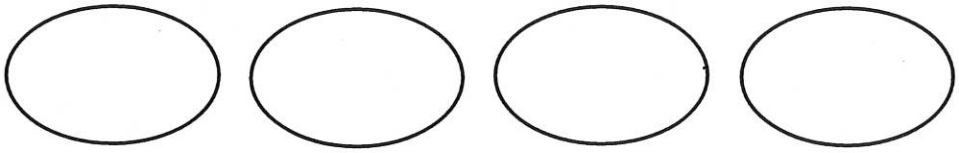
Solve mathematical problems or puzzles.
Use vocabulary of comparing and ordering numbers.
Explain methods and reasoning.

Duck ponds

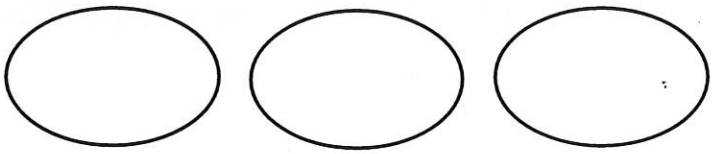
Use 14 ducks each time.



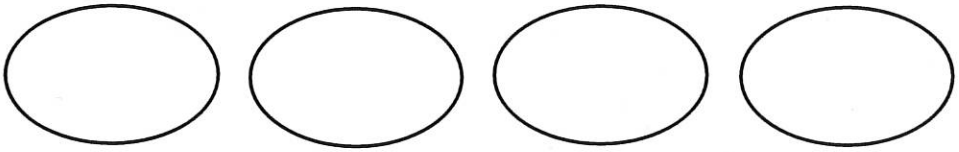
1. Make each pond hold two ducks or five ducks.



2. Make each pond hold twice as many ducks as the one before.



3. Make each pond hold one less duck than the one before.



Teaching objectives

Solve mathematical problems or puzzles.
Know multiplication facts for 2 and 5 times tables.
Add three or four small numbers.

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