Identify the Pattern

Number Rules | Hundred Square

Place Value

Blog Games

What pattern or rule can you identify with these numbers?

Write the rule for each problem. What 2 numbers come next?

- 1. 3,6,9,12,15 ...
- 2. 5,10,15,20,25...
- 3. 6,12,18,24.30
- 4. 30,25,20,15....
- 5. 20,18,16,14,...

1.Add 6 to each of these numbers:

12, 21, 17, 32

E.g: 12 + 6 =

What did you find out? What is the rule?

2.Subtract 10 from each of these numbers:

21, 16, 27, 12 What is the rule? Imagine a hundreds board has been printed on both sides of a piece of paper. One square is directly behind the other.



What is on the back of 100? 58? 23? 19?

Next choose four of your own numbers, work out what's on the back then challenge a friend to do the same. Explore **teen** and **ty** numbers. Grab a hundreds board and

this sheet to complete.



Year 34 Algebra, Multiplication, Division, Rounding.

Play the maths algebra or addition and subtraction games on the <u>team</u> <u>blog</u> or Sumdog.

Symbols + - =

St Patrick's Subtraction Game

St Patrick's Sudoku

Solve these Sudoku puzzles, on your own or with a friend. Remember you can only use numbers 1-9 and you can't repeat numbers in any square of 9.

ST. PATRICK'S DAY SUDOKU

	7	4		3		6	8		
			7	4					
		8	9					2	
	9				4		3		
7				6			5		
		6	3					9	
	4				5		6	8	
5	6	3		8			9		
		7		9					
			,	110.44					





What is the question?

Maths Zone Games



Show your working using pictures, equipment or numbers. You could even use more than one operation in your number sentence. You could also repeat this problem but choose your own number to finish with!



Pick a link from the Maths Zone to try.

If you have an ipad you might like to try the maths apps on the Hub too.

Add or Subtract + or 5 - 2 = 3 2 4 = 6 3 5 = 8

Which symbol should you use to complete these number sentences? Use counters if you need to. Could you create some of your own for a buddy on the small whiteboards?

Sheet 1/Sheet 2

Find a buddy to play this subtraction game. Choose a colour counter each. Roll a dice to move around the board. When you land, work out the answer and cover it on the grid. The winner is the one with the most covered.