

## Year 2 – Cakes and Calculations

### Number – multiplication and division

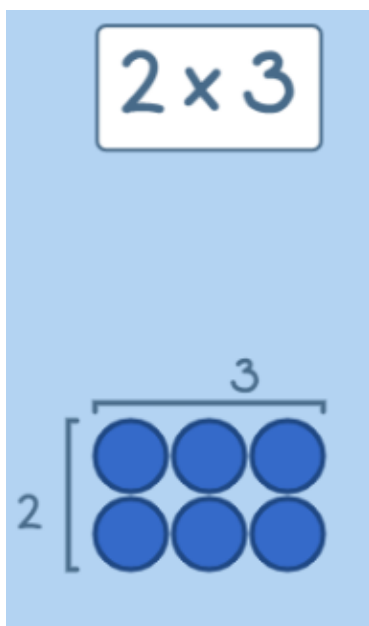
#### Statutory requirements

Pupils should be taught to:

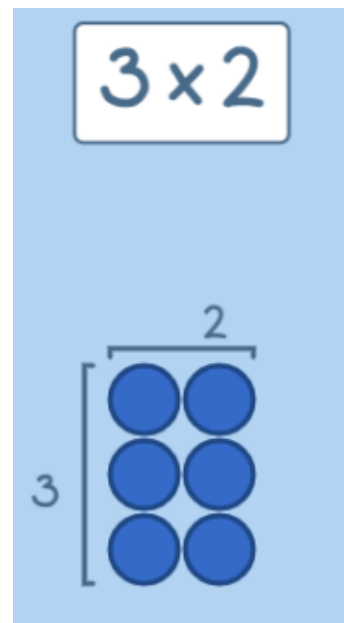
- recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers
- calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication ( $\times$ ), division ( $\div$ ) and equals ( $=$ ) signs
- show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
- solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.

#### 2 Times Tables Commutativity:

(the multiplication of two numbers can be done in any order)



= 6



= 6

Activity - Use counters to show:

$2 \times 2$  and  $2 \times 2$

$2 \times 7$  and  $7 \times 2$

$2 \times 4$  and  $4 \times 2$

$2 \times 8$  and  $8 \times 2$

$2 \times 5$  and  $5 \times 2$

$2 \times 9$  and  $9 \times 2$

$2 \times 6$  and  $6 \times 2$

$2 \times 10$  and  $10 \times 2$

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### 2 Times Tables Matching Game:

1. Cut out the cards from the 'Matching Game' sheet.
2. Place them face down on the table.
3. Taking it in turns, player 1 turns over two cards. If they are a match, they keep them. If they are not a match, they turn them back over. Player 2 then turns over two cards. If they are a match, they keep them. If they are not a match, they turn them back over.
4. Winner = the person with the most 'matches'.

### Odd and Even Bingo:

1. Choose either 'Bingo grid A' or 'Bingo grid B'.
2. Roll two 6-sided dice to make a 2-digit number.
3. If this number appears on your bingo grid, cross it off.
4. Winner = the first person to cross off all numbers from their grid!

#### Odd Bingo Grid:

|    |    |    |    |
|----|----|----|----|
| 15 | 25 | 35 | 45 |
| 55 | 13 | 53 | 63 |
| 21 | 31 | 41 | 61 |

#### Even Bingo Grid:

|    |    |    |    |
|----|----|----|----|
| 12 | 22 | 32 | 62 |
| 14 | 34 | 44 | 54 |
| 26 | 46 | 56 | 66 |

### 10 Times Tables:

<https://www.bbc.co.uk/teach/superheroes/ks1-maths-the-10-times-table-with-webster-the-spider/zm32cqt>

Challenge – Can you use a 0-100 number line to jump up in 10s?

Start at 0. How far can you get?

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2 Times Tables – Matching Game

|                |                 |                |
|----------------|-----------------|----------------|
| 2              | 4               | 6              |
| 8              | 10              | 12             |
| 14             | 16              | 18             |
| 20             | $1 \times 2 =$  | $2 \times 2 =$ |
| $3 \times 2 =$ | $4 \times 2 =$  | $5 \times 2 =$ |
| $6 \times 2 =$ | $7 \times 2 =$  | $8 \times 2 =$ |
| $9 \times 2 =$ | $10 \times 2 =$ |                |