Maths Transition

Goodbye, Year 2 Hello, Year 3

Name: _____

Place Value Puzzle

Work with a partner or in a group to solve this puzzle.

Use these clues to find the missing number.

The mystery number has been ordered with these numbers.

78	?	96	102

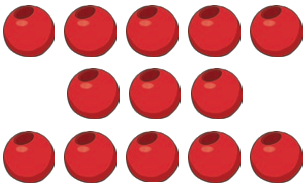
smallest greatest

If you add 10 to the mystery number, the answer will have a 9 in the tens place.

Tens	Ones				Tens	Ones
?	?	+	10	=	9	?

If you count in fives, you will say the mystery number.

On an abacus, the mystery numbers will use 13 beads.



The mystery number is _____.

Can you give two more clues about the mystery number?

How did you feel when solving this puzzle?

Calculation Course

Ava and Jai are going to school. They both set off from their homes with a number. Their numbers change as they make their way along the paths. What number will they have when they reach school?

Ava's starting number:

2 × 9 = ☐

Jai's starting number:

5 × 9 = ☐

Add 8 ☐

Subtract 50 ☐

Multiply by 10 ☐

Subtract 23 ☐

Add 4 and add 8 ☐

Add 56 ☐

Subtract 26 ☐

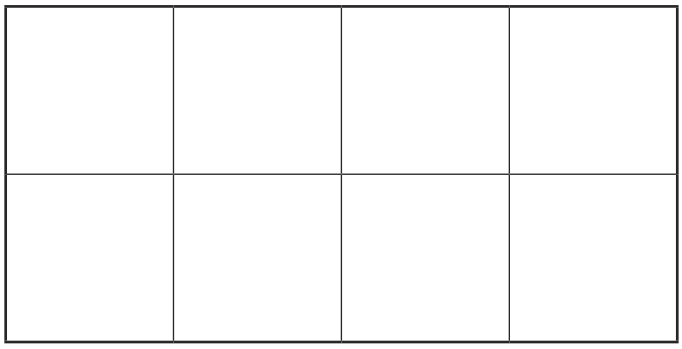
Ava's new number + Jai's new number =

☐

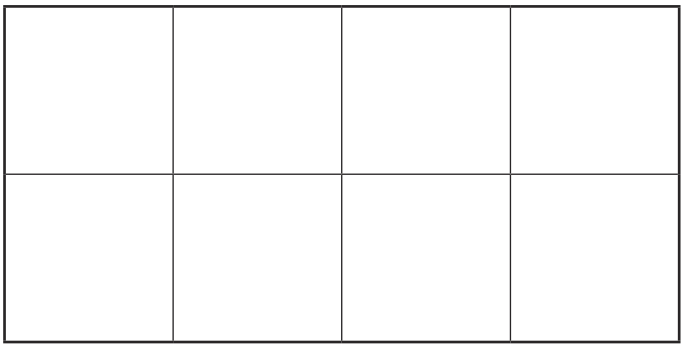
How did you feel when solving this puzzle?

Fraction Flags

Shade each flag using the given fractions.

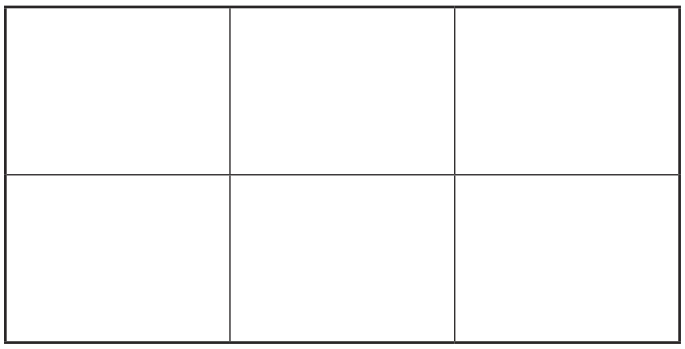


$\frac{3}{4}$ = green $\frac{1}{4}$ = yellow



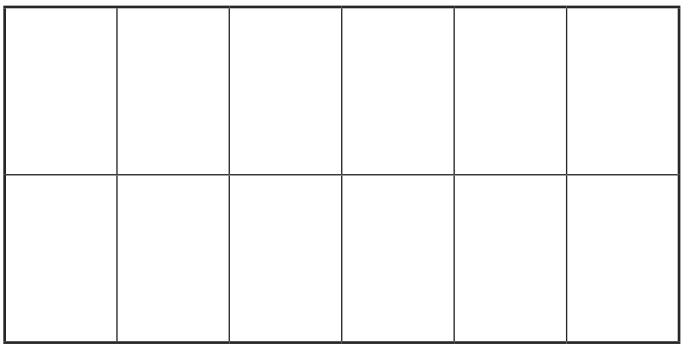
$\frac{1}{2}$ = red $\frac{1}{4}$ = yellow

The rest will be white. ☐



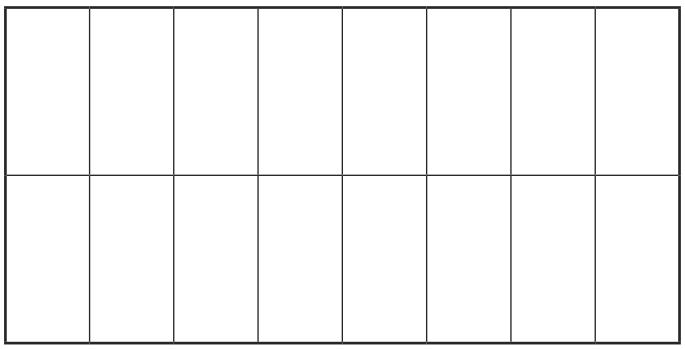
$\frac{1}{3}$ = red $\frac{1}{3}$ = yellow

The rest will be blue. ☐



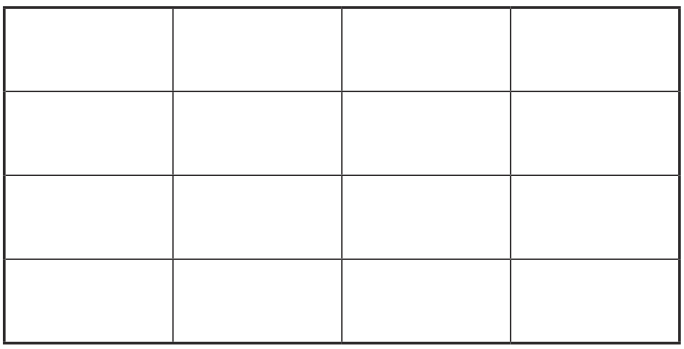
$\frac{1}{3}$ = green $\frac{1}{3}$ = red

The rest will be yellow. ☐



$\frac{1}{2}$ = blue $\frac{1}{4}$ = yellow

The rest will be green. ☐



$\frac{3}{4}$ = green $\frac{1}{4}$ = yellow

Can you give a fraction for each of the 'remaining' colours?

How did you feel when solving this puzzle?

Making Measures Game

Each player will need:

0 – 9 digit cards

Instructions

Shuffle your set of cards and place them face down.

The first player must turn over a digit card and place it on their grid. The second player will take their turn.

Repeat this until both players have a measure.

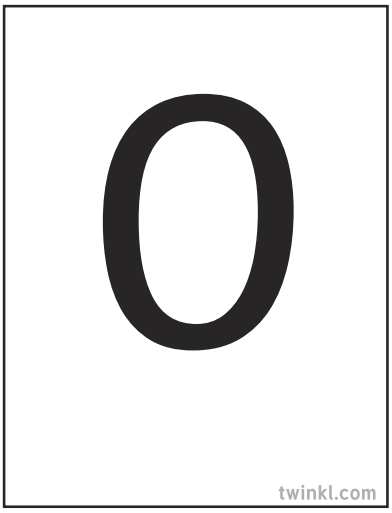
The aim of the game is to make the greatest measurement. The player with the greatest measurement scores one point.

The winner is the first player to score five points.

cm

Want to try something different? Why not decide on a target measurement and the winner is the person who gets closest to the number. For example, try to make a measurement closest to 25cm.

How did you feel when solving this puzzle?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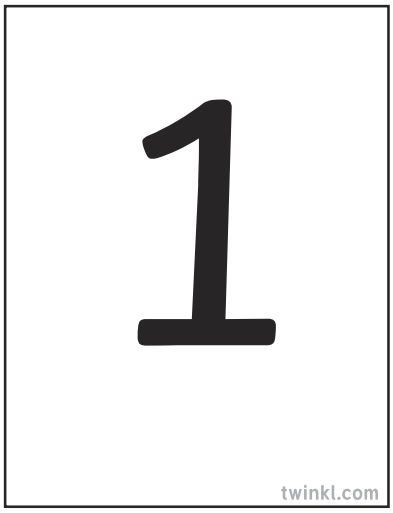
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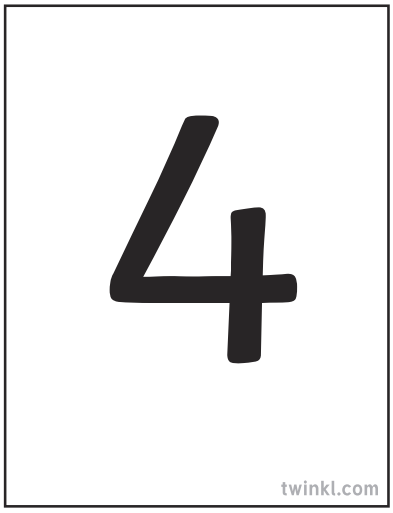
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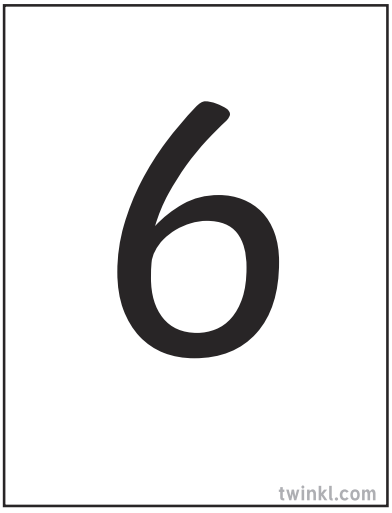
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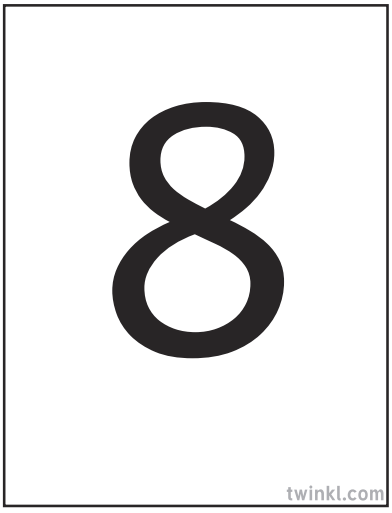
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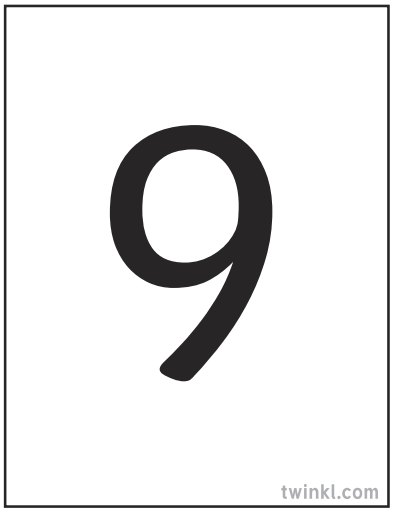
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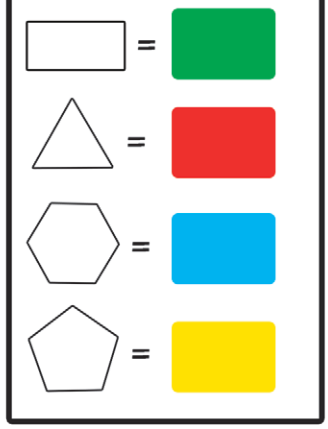
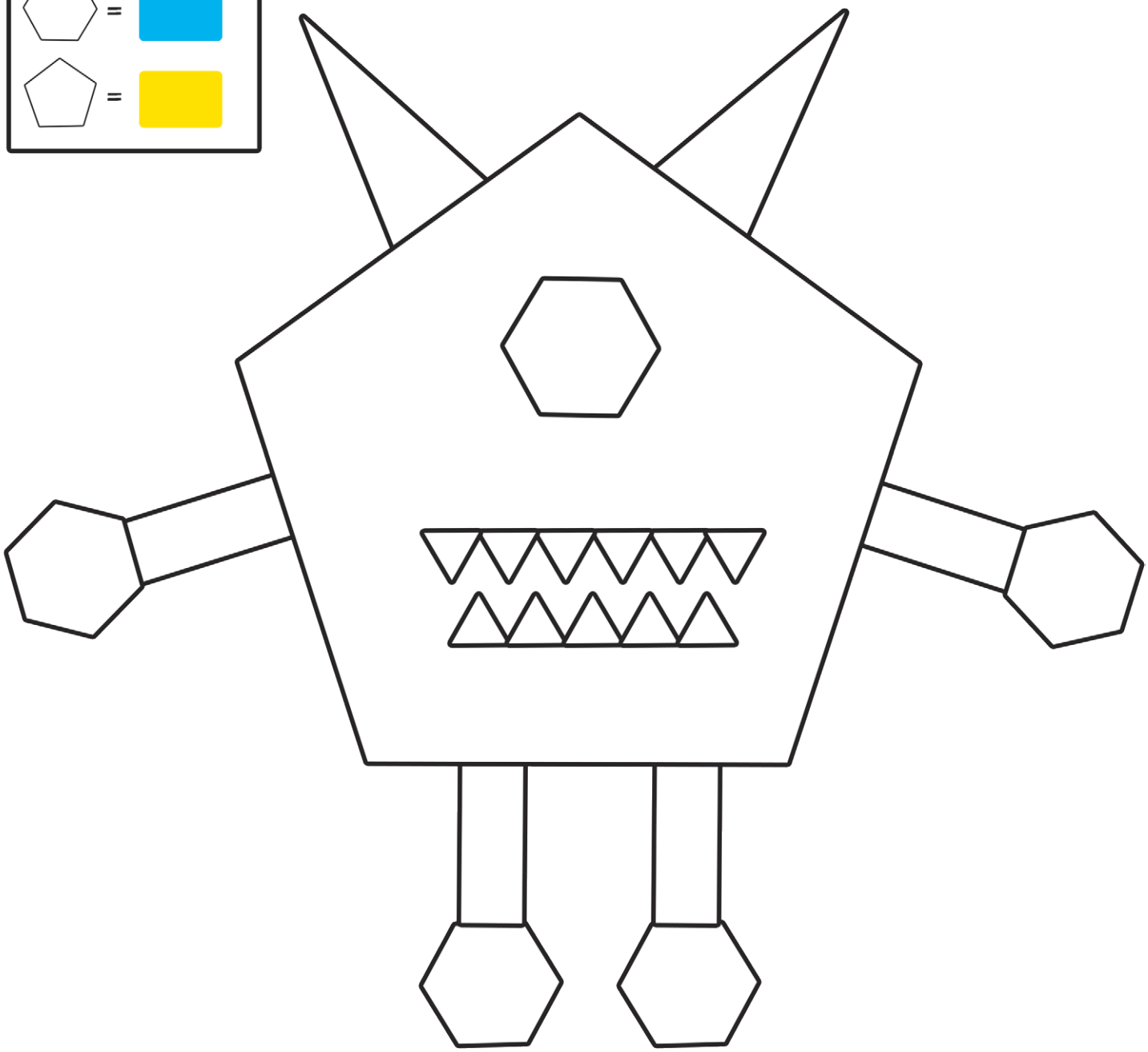
2D Shape Colouring

Key:





How did you feel when solving this puzzle?