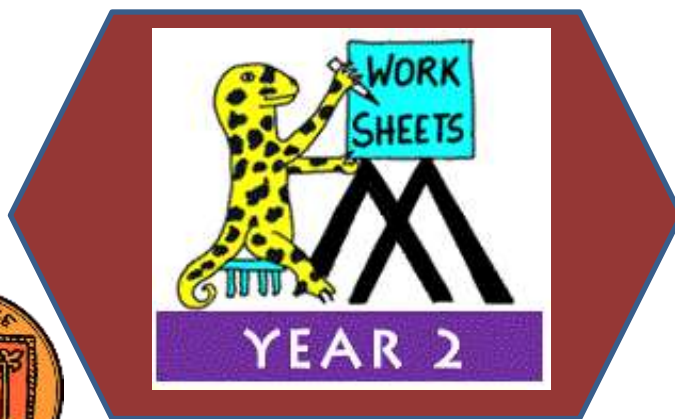


# MATH SALAMANDERS

## YEAR 2 MATHS GRAB PACK 4

This pack is a selection of 10 Maths sheets and 1 game adapted for Year 2 pupils.

All the worksheets are also available on our site.



In the pack is a range of number sheets, colouring pages, and puzzles.

There is also an answer pack which you can download separately.

CONTENTS			
1	Count and Colour Ones and Tens #3	7	Problem Solving Captain's Party
2	Place It Right #1	8	Share the Treasure 1
3	Easter Egg Shape Colour in 2	9	Counting Money to £1 Sheet 1
4	Easter Codebreaker 1B	10	Mental Maths Sheet 2:4
5	Picture Graphs 1B	11	Race to 100 Game
6	Count the Objects to 30 Sheet 2A		

Please give us feedback on our pack – both what you liked and what sheets you would like to see more of by leaving a comment on the link below.

<https://www.math-salamanders.com/maths-grab-packs.html>



Free Math Sheets, Math Games and Math Help

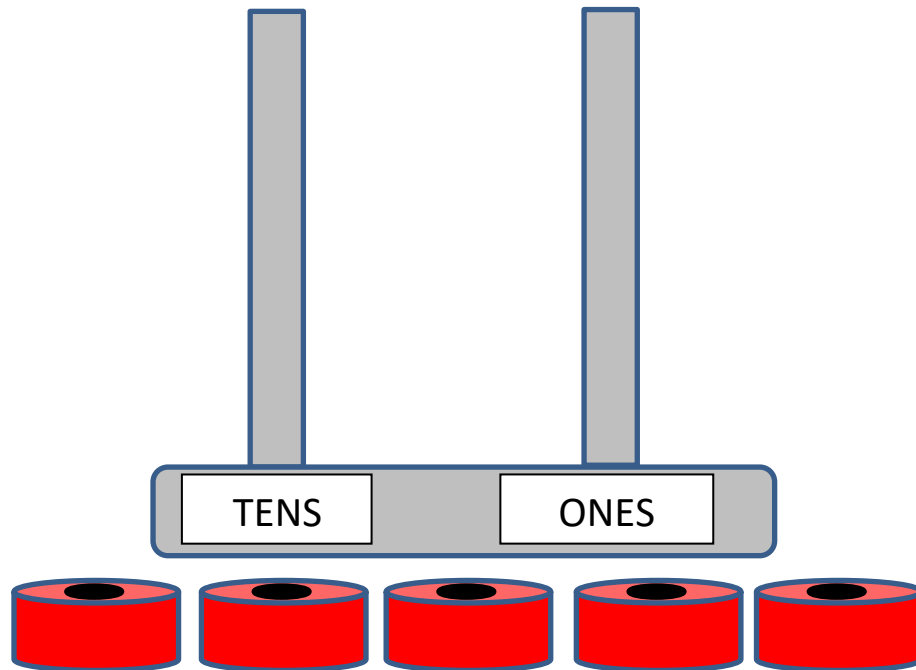
MATH-SALAMANDERS.COM

# COUNT AND COLOUR ONES AND TENS SHEET 3

Colour in the correct number of cubes for each question.

1)	10	10	10	10	10	1	1	1	1	1	Colour 34
	10	10	10	10	10	1	1	1	1	1	
2)	10	10	10	10	10	1	1	1	1	1	Colour 27
	10	10	10	10	10	1	1	1	1	1	
3)	10	10	10	10	10	1	1	1	1	1	Colour 43
	10	10	10	10	10	1	1	1	1	1	
4)	10	10	10	10	10	1	1	1	1	1	Colour 18
	10	10	10	10	10	1	1	1	1	1	
5)	10	10	10	10	10	1	1	1	1	1	Colour 57
	10	10	10	10	10	1	1	1	1	1	
6)	10	10	10	10	10	1	1	1	1	1	Colour 65
	10	10	10	10	10	1	1	1	1	1	

# PLACE IT RIGHT 1



- Use your place value skills to put the beads in the correct place.
- **You have to use all 5 beads each time.**

- 1) What is the largest 2-digit number you can make? \_\_\_\_\_
- 2) What is the smallest 2-digit number you can make? \_\_\_\_\_
- 3) Make a number between 21 and 25. \_\_\_\_\_
- 4) Write down all the numbers you can make between 20 and 50.

---

5) Make a number as close to 30 as you can. \_\_\_\_\_

6) Which of these numbers can you make using all 5 beads? Tick them

21

32

41

24

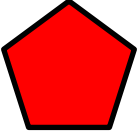
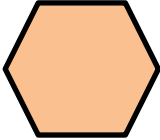
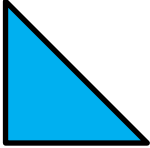

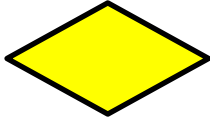
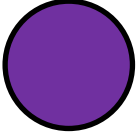
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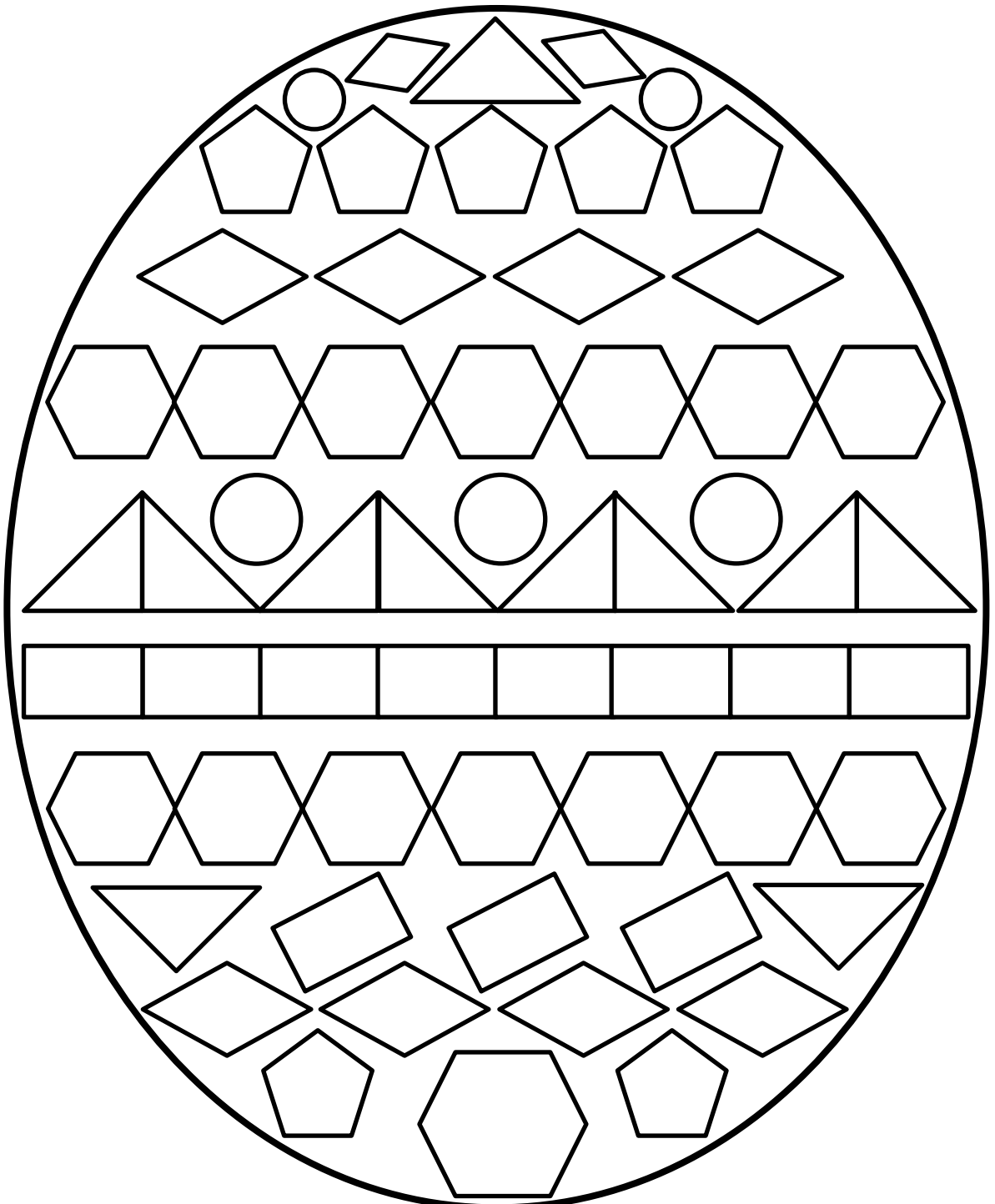
5

33



# EASTER EGG SHAPE COLOUR IN 2

Red	Pink	Blue	Green	Yellow	Purple
					



# EASTER CODEBREAKER 1B

## ADDITION AND SUBTRACTION FACTS TO 20

Use the clues to work out the answer to the Easter joke.

A	B	C	E	G	H	I	K	N	O	P	Q	S	T	U	!
20	14	7	3	5	9	11	2	6	8	12	15	19	1	18	10

Why did the duck give up making the Easter dessert?

Letter	B														
Number	14														
Fact	4+10	12-9	15-8	11+9	3+15	15+4	11-8						14-5	18-15	

Letter															
Number															
Fact	9-7	11-8	3+9	10-9		16-8	13-7								

Letter															
Number															
Fact	9+6	6+12	13+7	3+4	11-9	18-7	12-6	8-3							

Letter															
Number															
Fact	7-6	16-7	15-12		8-5	12-7	2+3	9+10	18-8						


































1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20



## PICTURE GRAPHS 1B -WEATHER SURVEY

Children wrote down weather symbols for each day in March.



Sunny										
Cloudy										
Rainy										
Snowy										
Stormy										

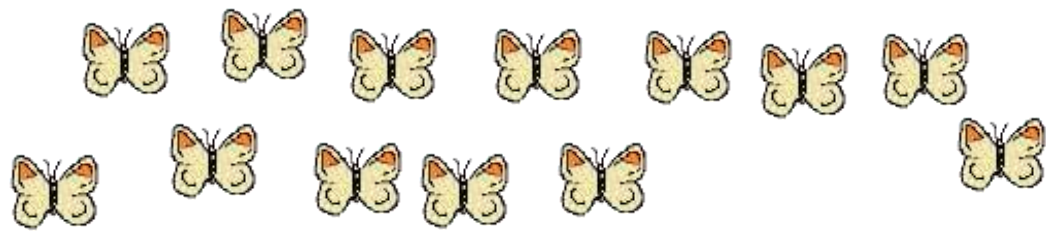

- 1) How many days was it sunny? \_\_\_\_\_
- 2) How many days was it cloudy? \_\_\_\_\_
- 3) How many days was it rainy? \_\_\_\_\_
- 4) How many days was it snowy? \_\_\_\_\_
- 5) How many days was it stormy? \_\_\_\_\_
- 6) What was the most common weather? \_\_\_\_\_
- 7) What was the least common weather? \_\_\_\_\_
- 8) Which sort of weather do you like best? \_\_\_\_\_

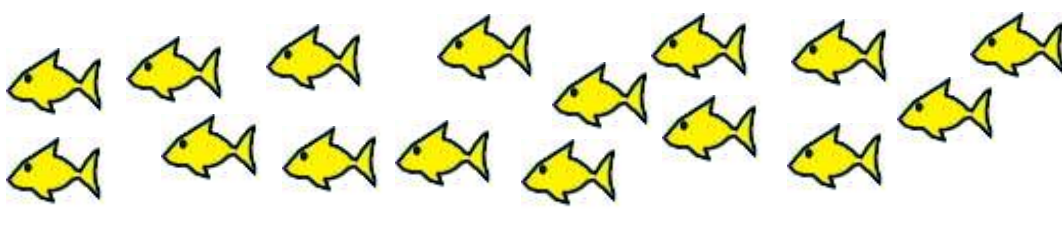

*Can you make a chart showing your own weather symbols for a week?*

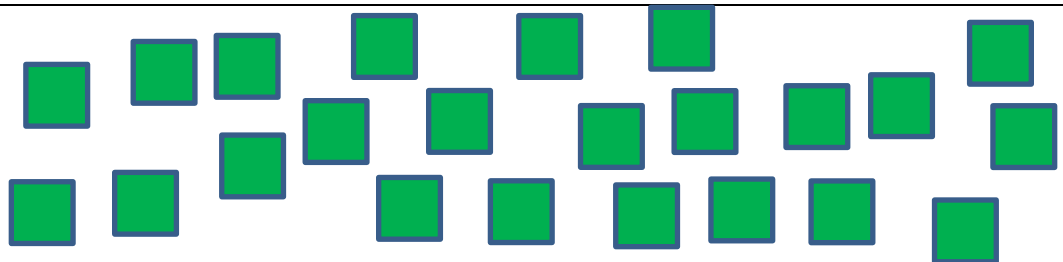

# COUNTING OBJECTS TO 30 SHEET 2A

Draw rings around groups of ten objects to help you count them.

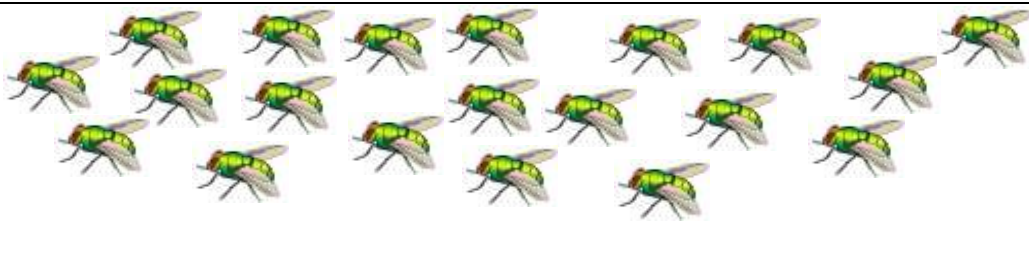

1)  How many? 

2)  How many? 

3)  How many? 

4)  How many? 

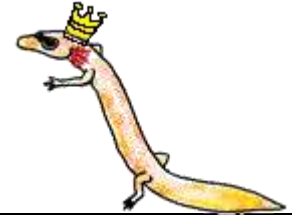
5)  How many? 

6)  How many? 



## PROBLEM SOLVING - CAPTAIN'S PARTY

*It is Captain Salamander's party and he is very excited.  
Read and answer the questions below about his party.*



<p>1) At the party, 6 guests come during the first hour and 5 more guests come during the second hour.</p>	<p>How many guests come in total?</p> <p>_____</p>
<p>2) Captain Salamander gets 4 presents to open in the morning, and 6 more to open in the afternoon.</p>	<p>How many presents does he get in total?</p> <p>_____</p>
<p>3) Captain Salamander's cake has 3 blue candles, 4 red candles and 5 white candles.</p>	<p>How many candles are there altogether?</p> <p>_____</p>
<p>4) The cake is cut into 12 slices. Captain and his friends eat 5 of the slices.</p>	<p>How many slices are left?</p> <p>_____</p>
<p>5) Captain Salamander gets two bags of jelly frogs. The first bag has 8 jelly frogs in and the second bag has 7 jelly frogs in.</p>	<p>How many jelly frogs does he get in total?</p> <p>_____</p>
<p>6) In the game of pass the parcel, there are 13 presents. After the 4<sup>th</sup> round, four of the presents have gone.</p>	<p>How many presents are left?</p> <p>_____</p>





## SHARE THE TREASURE 1

Captain Salamander and his crew have found 20 bars of gold.

His three crew (Bert, Barry and Bill) share the bars into 4 equal piles.

How many bars are in each pile?

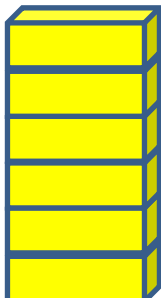
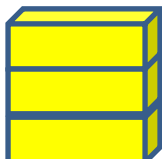
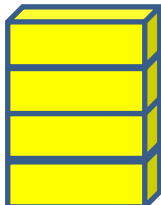
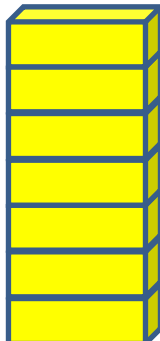
Captain	Bert	Barry	Bill



But the Captain decides that everyone should have a different amount.

- The Captain should have the most bars.
- Bert should have 1 fewer bar than him.
- Barry should have the least bars (because he is lazy).
- Bill should have 1 more bar than Barry.








**Who should get which pile? Write the name above the pile.**





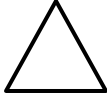

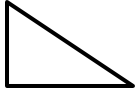




# COUNTING MONEY TO £1 SHEET 1

Count the money, and work out the total of all the coins!

	<p>_____p</p>
	<p>_____p</p>
	<p>_____p</p>
	<p>_____p</p>
	<p>_____p</p>
	<p>_____p</p>
	<p>_____p</p>



# MENTAL MATHS QUIZ 2:4

1)	16 - 4	
2)	Half of 8	
3)	Which month comes after May? January    March    June    October	
4)	Tick the object below which has the same shapes as this:      	
5)	How much money? 	p
6)	How many sides does this shape have? 	
7)	Circle the 3rd number in the list below: 52    27    18    46    50    14    71	
8)	Bob is 3 years older than Sam. If Sam is 11 years old, how old is Bob?	
9)	A pack of pencils has 4 pencils. I buy 3 packs. How many pencils? 	
10)	Write down the number one hundred and seventy-eight.	
11)	What is the next number: 2, 4, 6, 8, 10, _____	
12)	Today is Friday. What will the day be in 2 days' time? Saturday    Monday    Thursday    Sunday	

# FIRST TO 100

*First to 100 is a dice game played on the 100 square to help develop children's reading and counting skills with numbers up to 100. The aim is to be the first player to get to number 100.*

**Age range:** 1<sup>ST</sup> Grade +

**Number of players:** 1-4

**Learning:**

- Counting numbers to 100;
- Reading numbers to 100
- Learn how to count on and back using a 100 square
- Adding two numbers up to 6+6

**You will need**

- 1 counter per player. Each player needs a different colour.
- 2 dice

**Instructions**

- Each player starts at number 1.
- Player 1 rolls the dice and then adds the numbers up. Player 1 then moves forward the number of spaces on the dice.
- If Player 1 moves onto a coloured square, then the instructions on the board have to be followed:
- The first player to reach 100 is the winner.

**Variations**

- Roll 1 dice instead of two dice will make the game slower. Rolling 3 dice will make the game quicker.
- Use 8 or 10-sided dice will bring in different numbers to add together.
- If you land on top of another player, they have to go back to the last red square they passed.
- If you roll doubles, then you can have another turn.

# FIRST TO 100 v1

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

WINNER



Move on to the next blue square.



Move back to the last red square.



Stuck in the mud – roll an even number to continue



You're in luck – have another turn

