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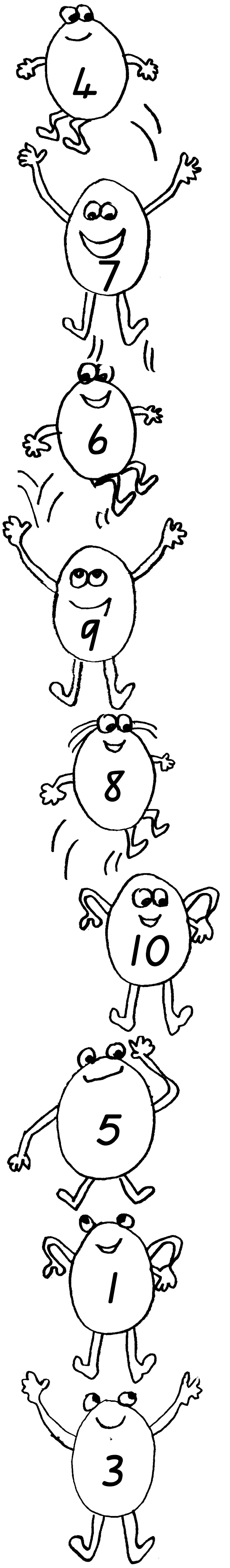
CONTENTS

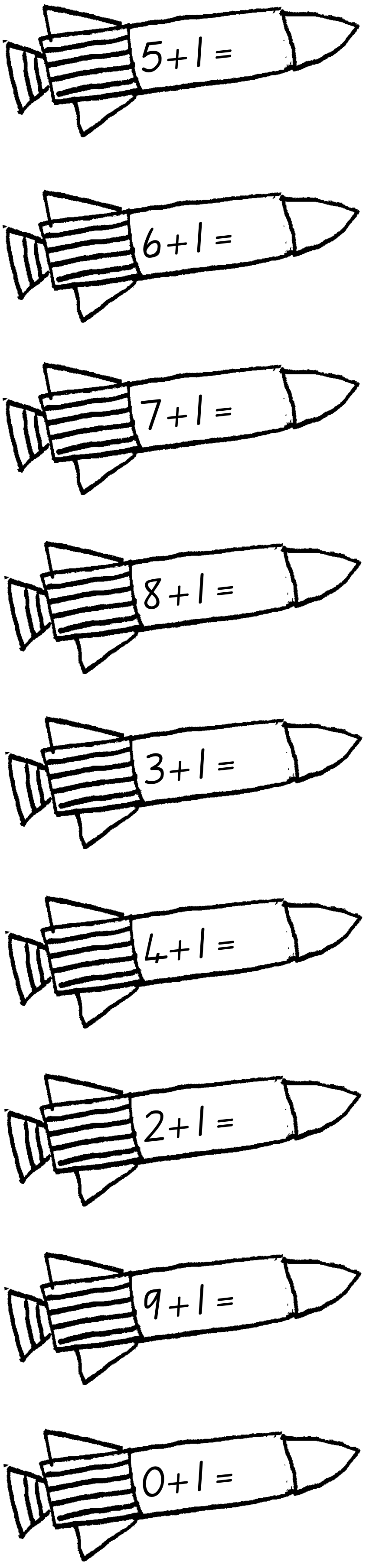
Pages	**Activities.**	**Outcomes.**
1	Addition grid. Use 2 colours to represent adding on 1 to numbers from 0 to 9.	Represents addition as increasing a group by one. Understands the patterns of numbers ascending by ones.
2	Join the answers on the kites with their strings. Balls of string form a number line.	Adds one to any number between 0 and 9. Sees a relationship between counting on one and the ascending order of a number line.
3	Alien Eggamons. Count on one to help the Eggamons to find their own spaceship.	Understand that + 1 means count on by one.
4	Draw 2 kinds of apples in each dish to represent each sum. Use 2 different colours. Add up the apples.	Understands that 2 sets of objects added together produce one larger set.
5	Draw 2 kinds of cookies in each jar. Add the cookies. How many in all.	Forms sets of objects (cookies) to represent one addition fact.
6	Sports Carnival. Graph the points, total the scores.	Is able to add on one or two.
7	Draw flowers in each vase to match the sum. What is the missing number?	Uses an addition pattern to find a missing part of a number sentence.
8	How much? Count the coins. Write the number sentences to each set of coins.	Understands the meaning of + and =. Understands that adding on one or two is equal to counting on by one and two.
9	Colour in squares to express the number sentence. Join the answers with the matching hexagons.	Expresses addition facts as a group comprising of 2 sets. Visualises addition patterns.
10	Add the dots in each set of shapes and join the total with the answer box.	Links concrete, visual, and symbolic representations.
11	Jumping frogs on hopscotch squares. Add 2 sets of jumps, mark with crosses the first group of jumps and circle the second set of jumps. Add the jumps.	Uses different strategies to consolidate adding on 1 and 2. Follows instructions, adds 2 sets of objects.
12	Throw your dice. What's your score?. Add 2 sets of dots.	Uses count on strategy.
13	Addition grid – Add groups of pictures. Write the totals.	Combines 2 sets by counting on 1, 2, 3, 4. Applies count on strategy.
14	What's your score? Add 2 dice, one with a number, second with dots.	Adds 1, 2, 3, 4 onto any number using the most suitable strategy.
15	How much? Add rows of coins. Start with $2 and add on single $1 coins.	Uses count on strategy to count money.

Pages	**Activities.**	**Outcomes.**
16, 17	Add on 1 and 2 or 3 to any number using a number track.	Understands that + 1, 2, 3, 4 means count on 1, 2, 3, 4 from any number on the track.
18	Use a number line to add 3 on any number.	
19, 20	Use finger puppets (fingers) to add 1, 2, 3, 4 on any number within 10.	Understands that there are many strategies to count on.
21	Add on 2 and 3 using number patterns.	Is able to incorporate 2 strategies to count on.
22	Add on 4 and 5 using number patterns.	
23	Join the turnarounds. Add on three to each pair.	Understands the concept of turnarounds and is able to apply it.
24	How much? Add $2 to a row of $1 coins.	Can apply count on strategy, counting $2 as single $1 coins.
25	Add (count) a row of $2 coins and $1 coins.	
26	Fun at the Fete. Wheels of Fortune.. Add 1, 2, 3, 4 to any number within 10.	Is able to apply the most useful strategy, count on, turnaround, count on, number patterns.
27	Add one or two to a set of numbers between 1 and 5. Crack the code.	Learns simple addition patterns using a variety of strategies.
28	Work out the sums and crack the code.	Learns and memorises addition patterns using code as a motivation.
29	Add and join answers with number and word representations.	Develops a relationship between language and number.
30	Work out the sums. Crack the code.	Has an understanding of addition patterns using a variety of strategies.
31	Number the rocks 1 to 10. Work out the sums. The numbered rocks provide a number line.	Represents 2 groups of one set as a sum of two numbers. Uses a number line.
32	How many letters in the letterbox? Add on 1, 2, 3. Match with the correct letterbox.	Adds 1,2, 3 to any number using a variety of strategies.
33	Work out the sums, cross out the answers on Bingo cards.	Uses different strategies to find the answers.
34	Add the numbers on the darts, cross or colour the matching number on the target.	Represents adding patterns initiated by a game of darts. Improves the skill of adding +1, +2, +3, +4.
35	Write number sentences to represent groups of pets. How many pets?	Writes a pattern of numbers to fit a picture. Solves a simple mathematical problem.

Pages	**Activities.**	**Outcomes.**
36	Turnarounds. Do the sums, join the turnarounds with the matching number patterns.	Identifies addition patterns, understands that it is easier to add a smaller number onto a larger number.
37	What time is it? Join the turnarounds, join the sums with the clocks.	Identifies the numbers on a clock face with numbers on a number line.
38	Do the sums. Write the answers in words (from the word search).	Develops a relationship between language and a number.
39	Find the pair of turnarounds. Colour each pair a different colour.	Develops the basic facts for addition by analysing, comparing, and patterning. Recognises turnarounds.
40	Work out the sums on the robot and colour the parts using a colouring key.	Learns to add 1, 2, 3, 4 to any number, using a number of strategies.
41	Enter the prices and work out the total amount for each meal.	Uses addition facts from real life experiences, connects number values with monetary values.
42	Missing addends. Draw the second set of dots in dominoes to find the second addend.	Uses more then one strategy to find the answer.
43, 44	Add up to 10. Counting from the first addend to 10 using a number track.	Identifies simple adding patterns.
45	Doubles and near doubles. Join each sum with the correct dominoes. Write a number sentence to each domino.	Understands that doubling a number means repeated addition.
46	Demonstrate doubles as repeated addition. Split a near double into a double and one more.	Finds the strategies of doubles useful and applicable.

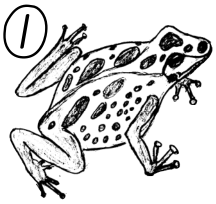
Alien Eggamons





🗎 Count on one to help the Eggamons to find their own space ship.

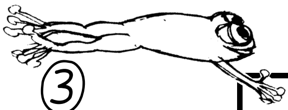
Who is the Winner?

①


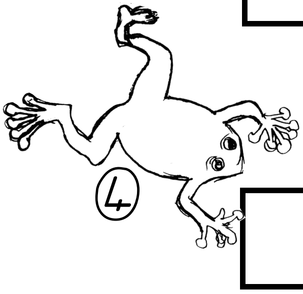
1+2= ☐ jumps

②

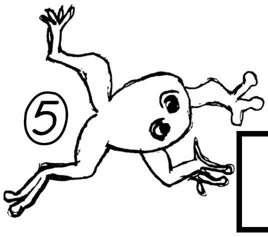

3+2= ☐ jumps

③


5+2= ☐ jumps

④


2+2= ☐ jumps

⑤


6+2= ☐ jumps

⑥

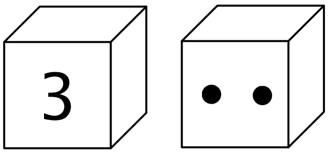

4+2= ☐ jumps

The winner is frog number ☐

Number the boxes, use two colours to mark the repeated jumps.
Write in ☐ the totals. Which frog jumped the furthest?

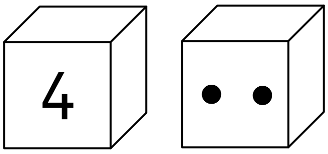
What's your score?

Britt



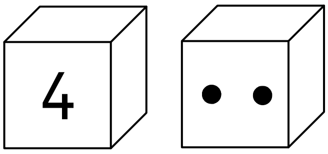
Score ....

Nick



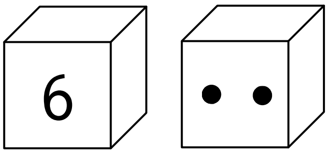
Score ....

Kim



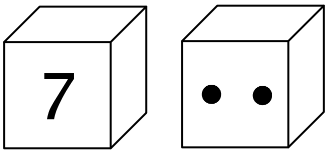
Score ....

Matt



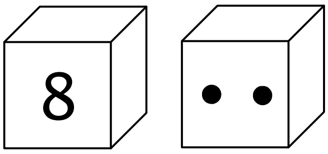
Score ....

Becky



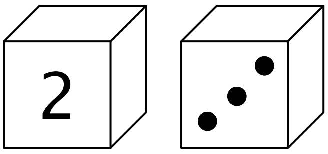
Score ....

Tim



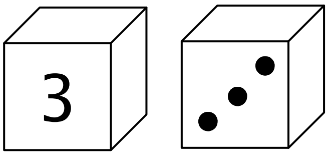
Score ....

Rick



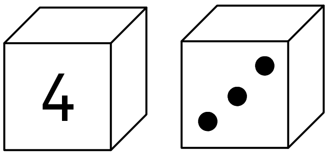
Score ....

Lia



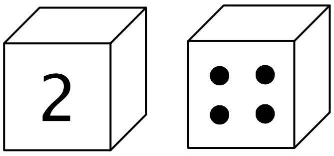
Score ....

Lizzy



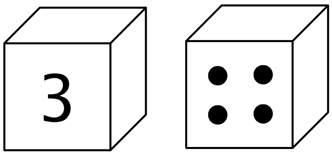
Score ....

Mell



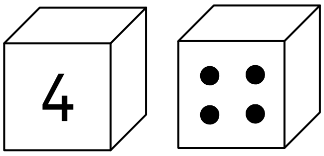
Score ....

Liam



Score ....

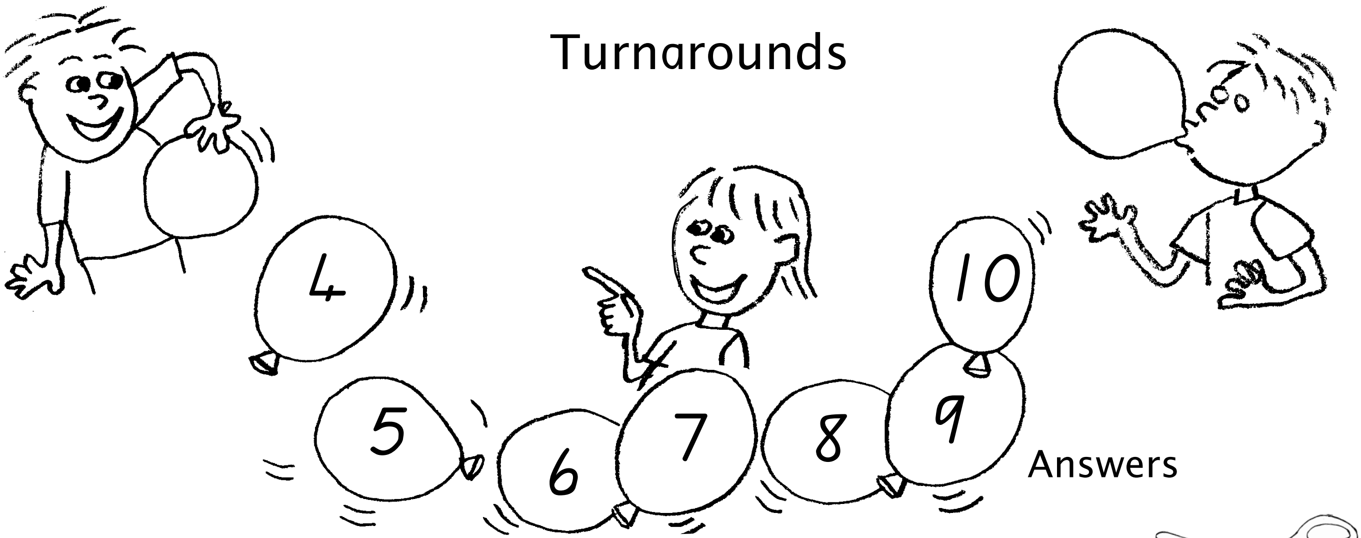
Brett

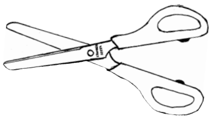


Score ....

Count on to work out the score.

Turnarounds





6 + 3 =	3 + 5 =
7 + 3 =	3 + 3 =
5 + 3 =	3 + 1 =
4 + 3 =	3 + 4 =
2 + 3 =	3 + 2 =
1 + 3 =	3 + 6 =
3 + 3 =	3 + 7 =

🗒 Cross out or colour the answers in the balloons. Colour code the turnaround pairs.
Work out the sums using count on and number pattern strategy.
Cut out the sums, join the pairs of turnarounds.

Crack the Code

I 4
+2
____

t 3
+2
____

k 5
+3
____

e 2
+1
____

l 2
+2
____

i 6
+3
____

t 4
+1
____

o 1
+1
____

l 3
+1
____

i 7
+2
____

a 5
+2
____

6

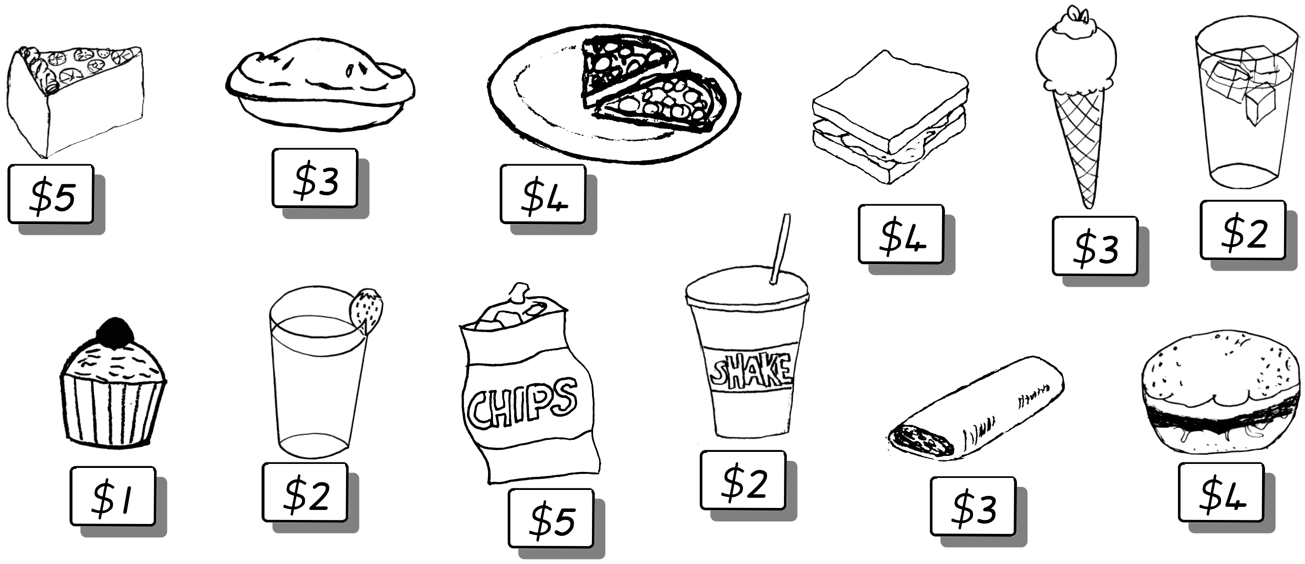
4	9	8	3

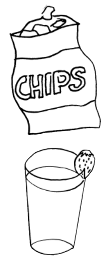
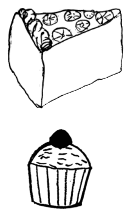
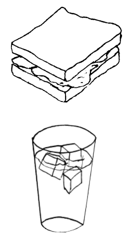
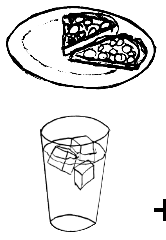
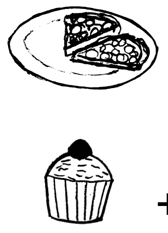
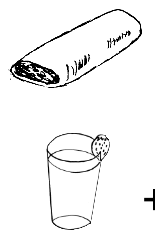
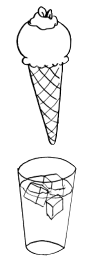
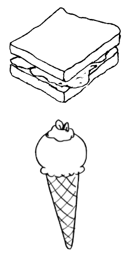
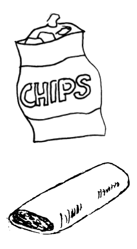
9	5

7

4	2	5

Work out the sums. Find the answers in the grid and enter a correct letter under each number to crack the code.



 ______ + ______ Total ______	 ______ + ______ Total ______	 ______ + ______ Total ______	 ______ + ______ Total ______
 ______ + ______ Total ______	 ______ + ______ Total ______	 ______ + ______ Total ______	 ______ + ______ Total ______
 ______ + ______ Total ______	 ______ + ______ Total ______	 ______ + ______ Total ______	 ______ + ______ Total ______

Enter the prices and work out the total amount for each meal.