Alavi

Mathematics

Learner's Book

2

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Introduction

The Primary Mathematics brings together the world-class Cambridge Primary mathematics curriculum from Cambridge International Examinations. It is an innovative combination of curriculum and resources designed to support teachers and learners to success in primary mathematics through best-practice international maths teaching and a problem-solving approach.

The Cambridge curriculum is dedicated to helping schools develop learners who are confident, responsible, reflective, innovative and engaged. To this end, the textbooks provide support based on pedagogical practice found in successful schools around the world. This series is arranged to ensure that the curriculum is covered whilst allowing teachers to use a flexible approach.

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CHAPTER 1

What learners will learn and reinforce

The activities in this chapter give learners practice in the following topics:

Topic	In this topic, learners will:
1.1. Shapes are everywhere	identify the shapes and their sides and corners.
1.2. What time it is?	tell the time.
1.3. Number pattern	identify odd and even numbers.
1.4. Skip counting	practise skip counting.
1.5. Make 10	identify different ways to make 10.

Word bank

1	shape	2	corner	3	side	4	circle	5	square
6	rectangle	7	pentagon	8	hexagon	9	triangle	10	long hand
11	short hand	12	clock	13	o'clock	14	half past	15	hour
16	mintue	17	odd number	18	even number	19	count by	20	2s
21	5s	22	10s	23	plus	24	equal		

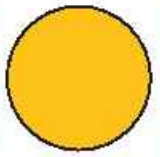
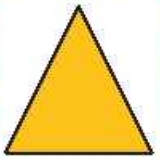
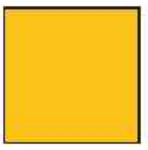
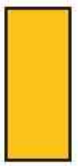
1.1. Shapes are everywhere

You will need: Resource 1.

Remember

Shapes are all around you – at home, at school, in the park, all over the world!

Complete the sentences in each box. The first one has been done for you.

	This is a ...circle... . It has ...1... side and ...0... corners.
	This is a ..... . It has ..... sides and ..... corners.
	This is a ..... . It has ..... sides and ..... corners.
	This is a ..... . It has ..... sides and ..... corners.
	This is a ..... . It has ..... sides and ..... corners.
	This is a ..... . It has ..... sides and ..... corners.

Now look around you. Find one of each of these shapes in the room. Draw it on the recording sheet and write down where you found it. Just draw one of each shape. If there isn't a matching shape, try looking in other rooms or outside. Talk about the shapes you have found.

1.2. What time is it?

Remember

The long hand points to 12 for o'clock and 6 for half past.

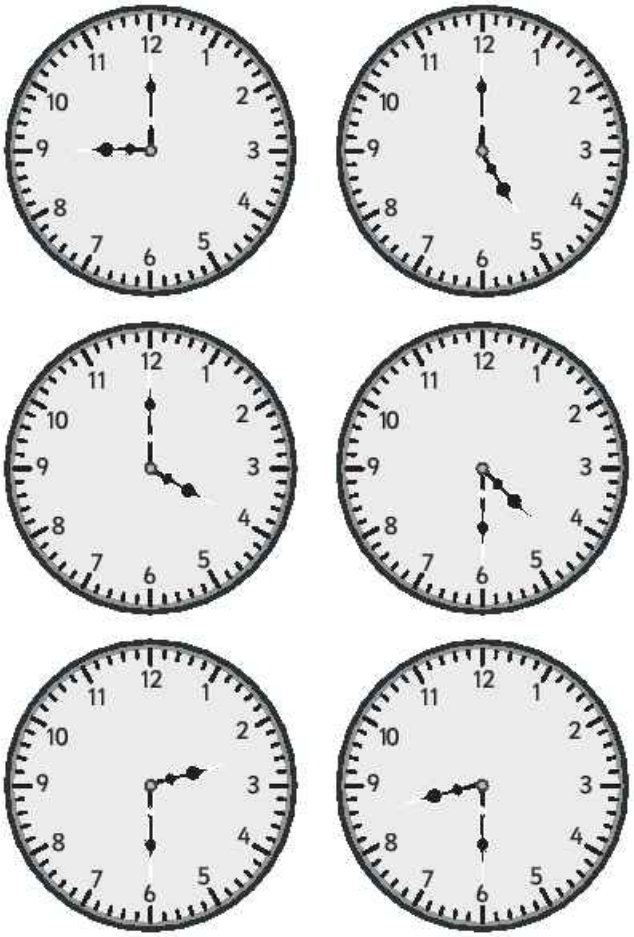
You will need: counters (2 colours), a paperclip and pencil to use the spinner.

This is a game for two players. Take turns to spin the spinner. Choose a clock with a matching time.

Tell your partner the time on the clock.

If you get the time right, put one of your counters on the clock.

The first person to get four clocks in a line is the winner.

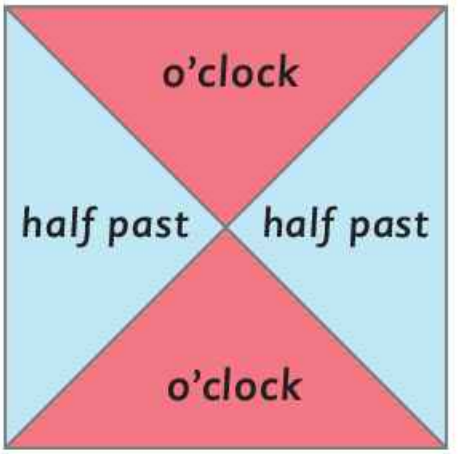


Challenge:

Play the game again. Change the rules.

Cover your partner's counter, take off one of their counters or change the rules in some other way.

Hint: Look at the counters already on the gameboard to help decide where to put the next counter.

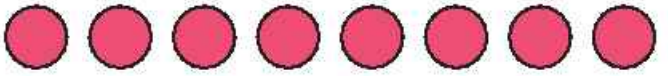

o'clock
half past
half past
o'clock

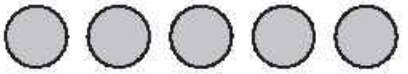
1.3. Number patterns

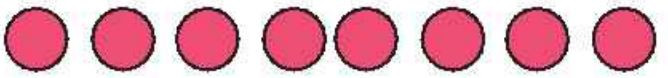
Remember

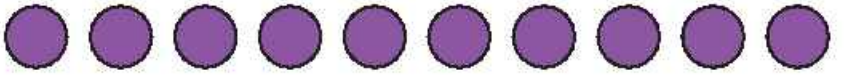
Even numbers make pairs. Odd numbers have one left over.

Count the number of circles and decide if it is an even number or an odd number.

Ex  ....8.... even odd

1  ..... even odd

2  ..... even odd

3  ..... even odd

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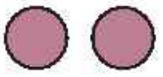
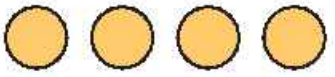
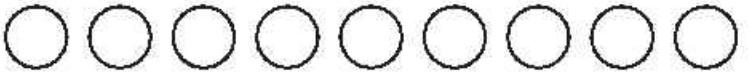
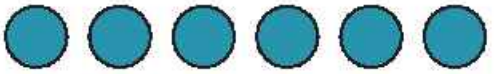
5  ..... even odd

6  ..... even odd

7  ..... even odd

8  ..... even odd

9 ..... even odd

10 ..... even odd

1.4. Skip counting

How many eyes? Count by 2s. Write the numbers.