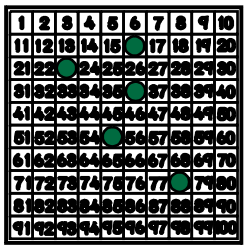
Do-Sheet 4 — 100-Square

Using the 100-Square (1st Class)

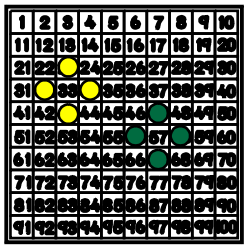
1 Counting and ordering numbers up to 99 (First Class)



✓ Position counters randomly on the 100-Square. Which number is covered by each counter?

2 Patterns in number up to 99

(First Class)

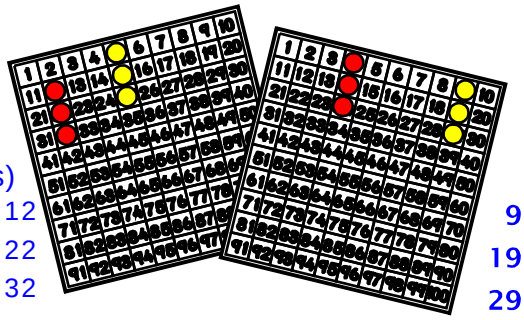


✓ Position a counter above, below, before and after certain target numbers. Which number is covered by each counter?

3 Patterns in addition and subtraction.

(First Class)

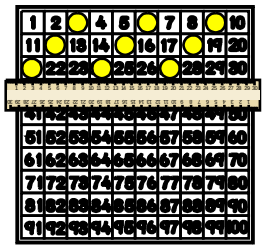
5 + 7 = 12
15 + 7 = 22
25 + 7 = 32



9 - 5 = 4
19 - 5 = 14
29 - 5 = 24

✓ You need 20 counters of two different colours. Place a yellow counter on number 5. Count on seven and place a red counter. Place a yellow on 15. Continue the pattern and record it. (Second Class)Do the same in subtraction. Place a yellow counter on number 9. Count *back* five and place a red counter. Place a yellow on 19. Continue the pattern and record it.

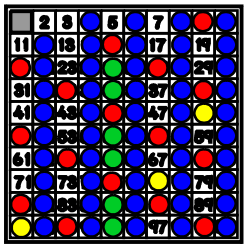
4 Discover multiplication sequences up to 10 multiples for each number. (Second Class)



1 x 3 = 3
2 x 3 = 6
3 x 3 = 9
4 x 3 = 12
etc.

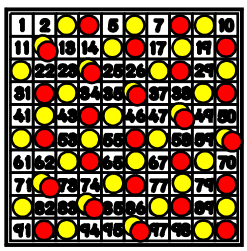
✓ Count in three's to 30. Mark each stopping place with a counter. Record the pattern. In (Third Class)the multiplication sign is introduced. Use the 100-square to discover other multiplication sequences.

5 Discover Prime Numbers using the Sieve of Eratosthenes. (Fifth Class)



✓ Cover square 1. Leave square **2** but place a counter on all the other multiples of **two**. Leave **3** but cover any uncovered multiple of **three**. Leave **5** but cover all the remaining multiples of **five**. Leave **7** but colour any remaining multiples of **seven**. The blank squares are the Prime Numbers less than 100.

6 Discover common multiples. (6th Class)



✓ Count in three's and mark each stopping place with a yellow counter. Count in four's and mark each stopping place with a red counter. The numbers with both yellow and red counters are *common multiples* of 3 and 4.