

Y2

Week 4 (number knowledge and probability)

This week we focus on ordering numbers to 100 and we investigate some beginning probability concepts.

DAY 1

Number knowledge

- Go to the activity [Letter Box Maths](#) and follow the instructions.

Probability activity

- Go to the activity [Cats and Dogs](#) and follow the instructions.

DAY 2

Number knowledge

- Go to the activity [Tape Measure Counting](#) and follow the instructions.

Probability activity

- Go back to the activity [Cats and Dogs](#) and follow the instructions for “Extension 1: Cats, Dogs and Mice”.

DAY 3

Number knowledge

- Go to the activity [Make a Whole](#) and follow the instructions.

Probability activity

- Go back to the activity [Cats and Dogs](#) and follow the instructions for “Extension 2: The Lonely Pig”.

DAY 4

Number knowledge

- Go to the activity [Before and After 1-100](#) and follow the instructions.

Probability activity


- Go to the activity [Who Will Win?](#) and follow the instructions.

DAY 5

Number knowledge

- Go to the activity [Greatest Number to 100](#) and follow the instructions.
- Alternatively you could redo a favourite ordering activity from a previous day.

Probability activity

- If you have “Snakes and Ladders” you could play the game starting from the beginning. 
- Ask similar questions to Day 4: What number would you like to roll now? Do you think you are likely to get it or not? What number don't you want to roll? Do you think you will get it? Do all the numbers on the dice have the same chance of coming up? Are some numbers more likely?
- Alternatively you could replay your favourite game from Day 1, 2 or 3.

 independent

 supported

 interaction