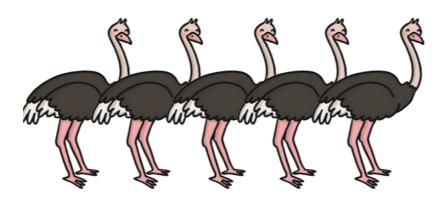
CUBES Year 2



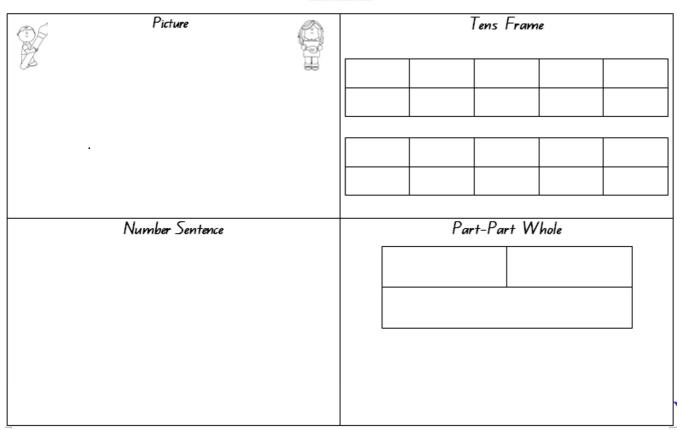
Warm Up

Fill in this think board.

7 ostriches run through the desert. They join a group of 9 ostriches How many are there now?



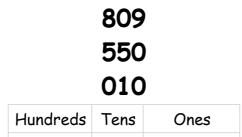
Thinkboard



Put the missing numbers in the sequence.

12,15,18,21,___ 20,40,___,80,100 28,26,24,___,20 95,100,___,110,115 198,197,196,___,194

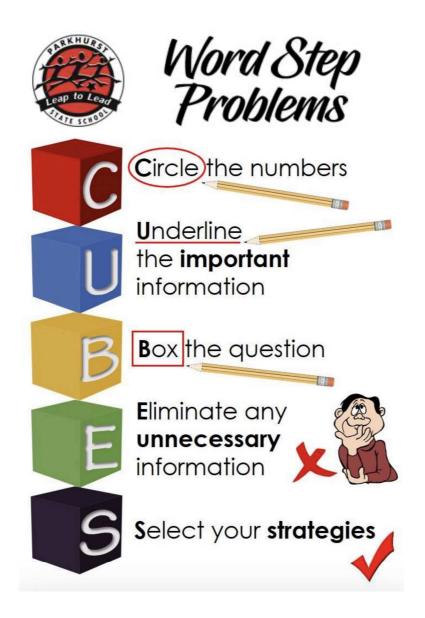
Put the numbers in the proper house:

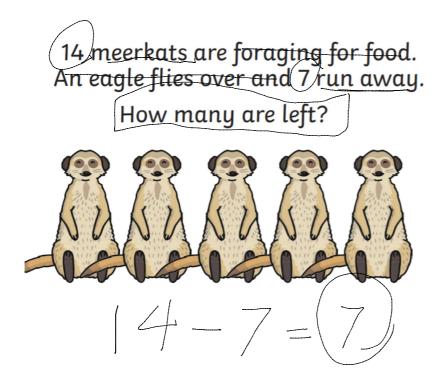


I Do

We Are Learning To: Solve Problems using CUBES. What I'm Looking For: Solving a word problem using CUBES.

Cubes is all about answering and solving worded problems. It's a simple step-by-step procedure that helps us solve these problems.

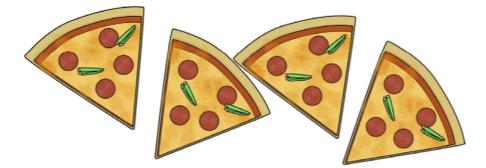




We Do

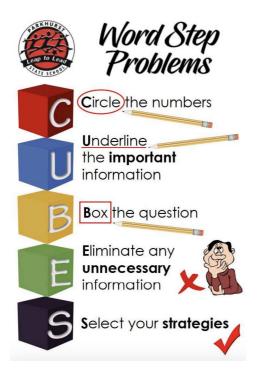
Work on these next word problems. Remember that you must use **CUBES**. You can work in your books, or on this OneNote.

1. If you have 67 slices of pizza and 15 slices are eaten, how many slices would you have left?



If you invite 53 people to a party and 24 of them say they can't come, how many people will be at the party?

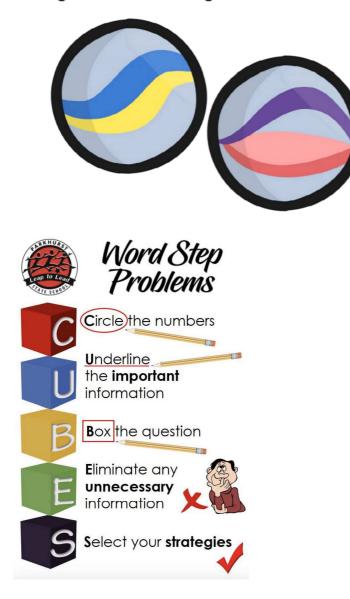




You Do

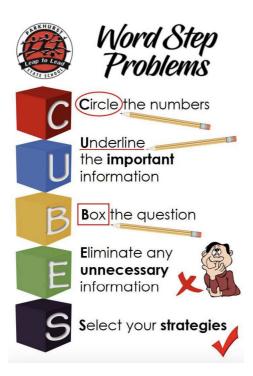
Work on these next word problems all by yourself. Remember that you must use **CUBES**. You can work in your books, or on this OneNote.

If you have 28 marbles and win another 29, how many marbles would you have?



If you have 38 sweets and buy 19 more, how many sweets will you have?

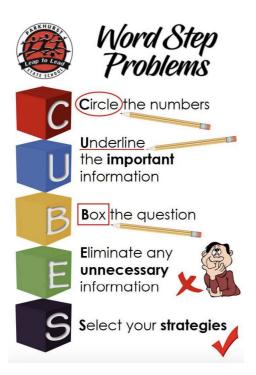




Challenge Question

4. Class A has a race. Kat's time is 47 seconds. Charlie finishes nine seconds before Kat. Maria finishes 14 seconds after Charlie. Birkir finishes 26 seconds before Maria. What is Birkir's time in seconds?

| Show your workings. | | | | |
|----------------------------|------------|------------|------------|--|
| Circle the correct answer. | 62 seconds | 26 seconds | 34 seconds | |



Plough Back

Today we were learning about the CUBES problem solving method.

We Are Learning To: Solve Problems using CUBES. What I'm Looking For: Solving a word problem using CUBES.

Fill in what each letter in CUBES stands for.

C U B E S