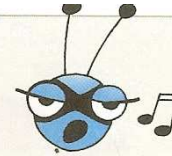


Pickmarble's rhyme
(end)

And to calculate ♪
It's not intricate
Do as Gladys does
Try to find the tens.



A

Gladys helps the squirrel calculate how many nuts he has won.
Observe and complete the equation.

Hazel nuts raffle
One game:
five turns
of the
wheel

B

Group to make 10s and calculate.

$$2 + 0 + 5 + 8 + 5 = \dots\dots$$

$$3 + 5 + 9 + 1 + 5 = \dots\dots$$

$$1 + 5 + 9 + 7 + 3 = \dots\dots$$

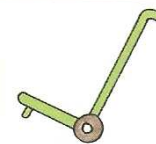
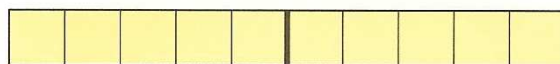
$$9 + 0 + 4 + 1 + 6 = \dots\dots$$

C

Group to make 10s and calculate.

D

Calculate.



$$3 + 9 = \dots\dots$$

$$9 + 8 = \dots\dots$$

$$8 + 4 = \dots\dots$$

$$9 + 7 = \dots\dots$$

E

A. 'Game of the number plate' (cf. the number chart and the description of the game at the end of the book). We go up to 79.

B and C. Presenting and testing out the main strategy of sum reduction: making 10s. The method consisting of circling and joining 2 numbers to make a sum of 10 will be used again when we start to calculate the sum of 2 two-digit numbers (as on page 113).