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L.O.   To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.   (sheet 1)

Apples cost **65p** each.

Riley buys **2 apples** and **1 banana**. He spends **£1.75**.

How much does the banana cost?

65p

65p

?

Marcus buys a hoodie and a shirt in a sale for **£22**.

How much money does he **save** compared to the normal price?

SALE
Any 2 items for £22

£11.75

£12.55

Warwick Castle

Adults - £12.95

Children - £6.90

Family ticket - £35

(2 adults and 2 children)

Eve buys tickets for **1 child** and **1 adult** to visit Warwick Castle.

She pays with a **£20** note.

How much **change** does she get?

A family ticket allows **2 adults** and **2 children** to visit for **£35**.

How much money would you **save** compared with paying separately for 2 adults and 2 children?

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L.O.   To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.   (sheet 2)

Apples cost **79p** each.

Riley buys **2 apples** and **1 banana**. He spends **£2.25**.

How much does the banana cost?

79p

79p

?

Marcus buys a hoodie and a shirt in a sale for **£23.50**

How much money does he **save** compared to the normal price?

SALE
Any 2 items for £23.50

£11.79

£14.49

Warwick Castle

Adults - £12.99

Children - £6.95

Family ticket - £34.95

(2 adults and 2 children)

Eve buys tickets for **2 children** and **1 adult** to visit Warwick Castle.

She pays with **two £20** notes.

How much **change** does she get?

A family ticket allows **2 adults** and **2 children** to visit for **£34.95**

How much money would you **save** compared with paying separately for 2 adults and 2 children?

L.O. To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.

Teacher's notes - Sheet 2 is a harder version.

Useful interactive games to teach the skills needed for solving 2 step addition and subtraction problems:
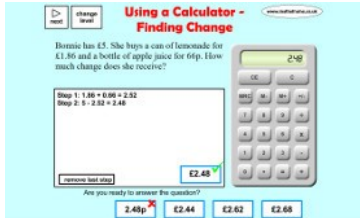
http://mathsframe.co.uk/en/resources/resource/154/ using_a_calculator__finding_change

Interpret a two step word problem and use the calculator to solve.
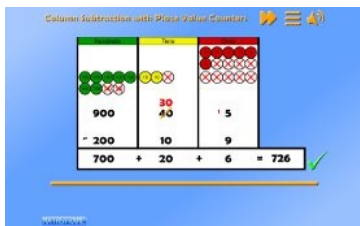
http://mathsframe.co.uk/en/resources/resource/242/ Column_Subtraction_using_Place_Value_Counters

Uses place value counters to help children 'see' the need for exchanging / borrowing.
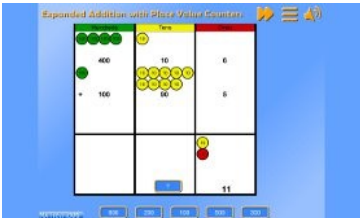
http://mathsframe.co.uk/en/resources/resource/241/ Expanded_Addition_using_Place_Value_Counters

Uses place value counters to help children 'see' the carrying, as 10 ones are transformed into a ten counter, or 10 tens are transformed into a 100 counter.
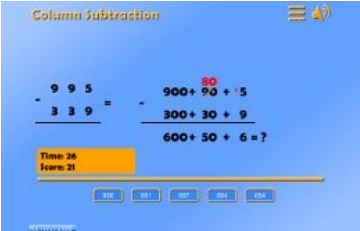
http://mathsframe.co.uk/en/resources/resource/48/column_subtraction

Practise column subtraction. Lots of choice over level. Scaffolds the process, so is a good starting point before moving on to independent written methods.
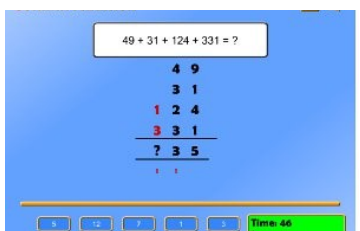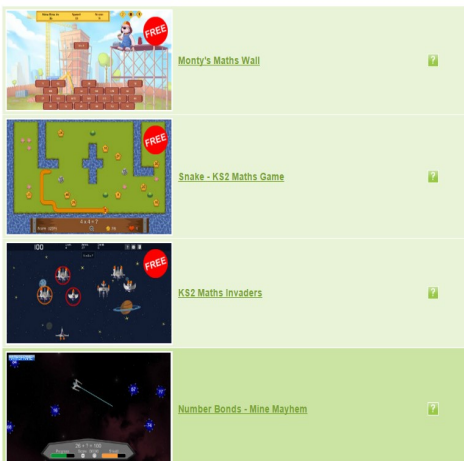
http://mathsframe.co.uk/en/resources/resource/22/column_addition

Practise column addition. Lots of choice over level. Scaffolds the process, so is a good starting point before moving on to independent written methods.

Addition and Subtraction

Interactive maths games to support the teaching of addition and subtraction.

Monty's Maths Wall

Snake - KS2 Maths Game

KS2 Maths Invaders

Number Bonds - Mine Mayhem

http://mathsframe.co.uk/en/resources/category/9/ addition_and_subtraction

Lots of games to practise quick recall of addition facts and number bonds, which are vital skills for formal addition.