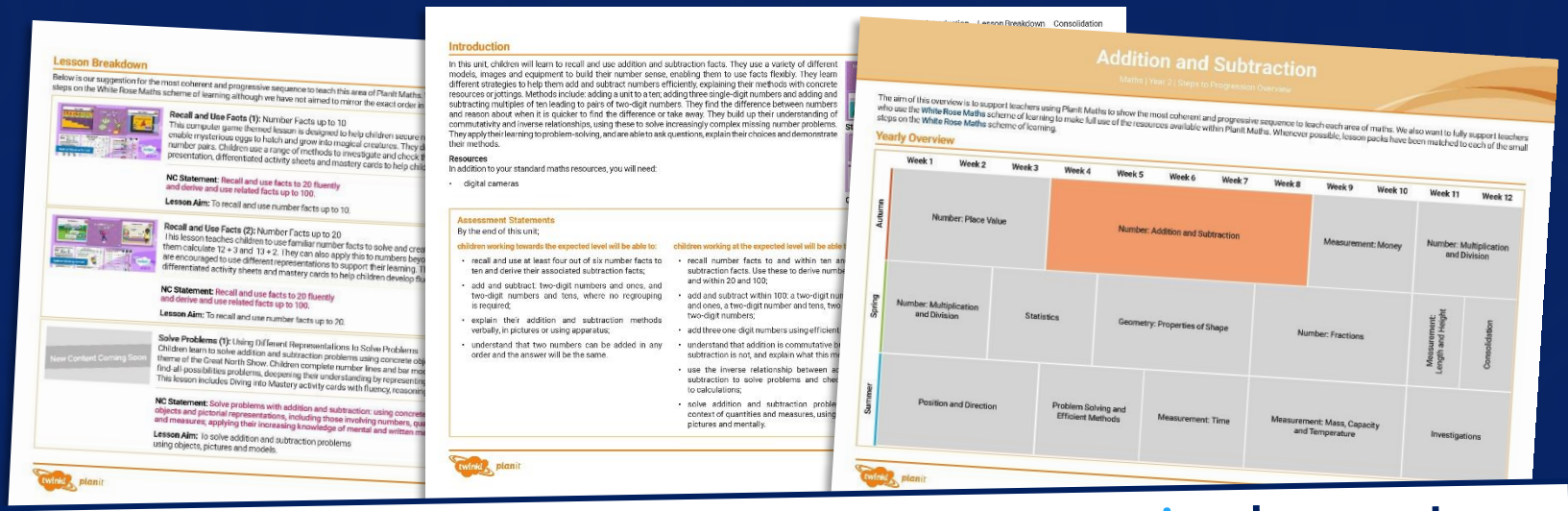
Maths

Addition and Subtraction

Need a coherently planned sequence of lessons to complement this resource?



See our Addition and Subtraction Steps to Progression document.

Twinkl PlanIt is our award-winning scheme of work with over 4000 resources.

twinkl planit

Using Number Facts to Solve 2-Step Problems

Aim

- To solve two-step problems involving addition and subtraction.

Success Criteria

- I can solve problems by adding.
- I can solve problems by subtracting.
- I can use objects, pictures and models to help me solve problems.
- I can solve two-step problems by adding and subtracting.

Remember It

Choose 2 numbers on the grid that you could add or subtract from each other to make the target number. If it is correct, colour them in your team colour.

The first team to connect 4 numbers in a row, column or diagonally wins the game.

Remember It

Your target is 20.

1	20	5	6	2
10	16	50	10	20
15	18	0	12	13
17	7	14	40	30
19	4	3	60	70

18 + 2 = 20 so I can colour them in.

Click once in a square to turn it green, twice for yellow and a third time to cancel.

Remember It

Your target is 20.

20	18	5	12	19	80
10	16	23	50	37	24
70	44	0	99	13	42
17	7	14	49	29	22
100	4	3	64	79	26
6	32	1	15	20	2

3 + 17 = 20 so I can colour them in.

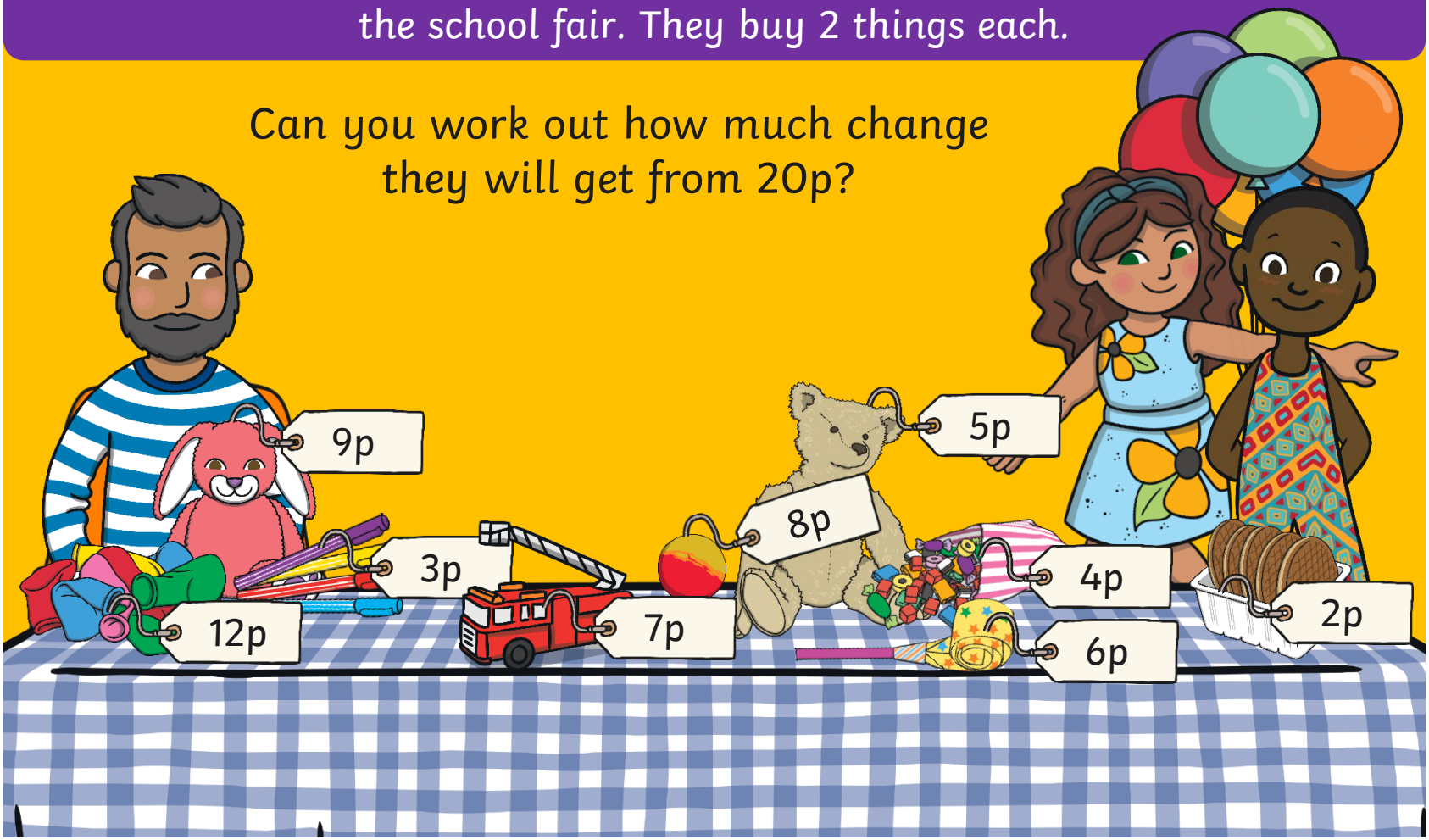
Click once in a square to turn it green, twice for yellow and a third time to cancel.

Buying Treats

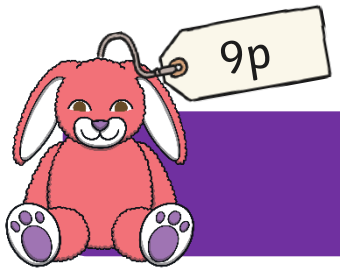
Whole Class

Haleema and Erin are buying some treats from the stall at the school fair. They buy 2 things each.

Can you work out how much change they will get from 20p?

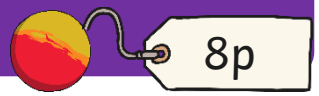


Buying Treats



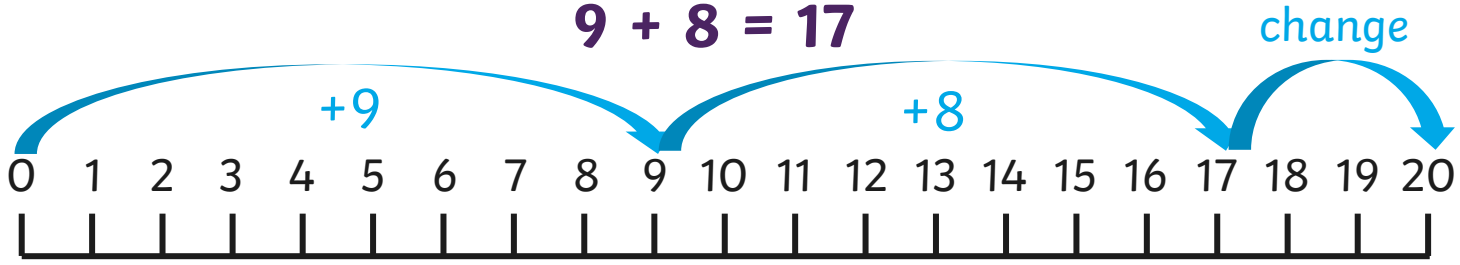
Whole Class

Haleema bought the puppet and the bouncy ball.
How much change did she get?

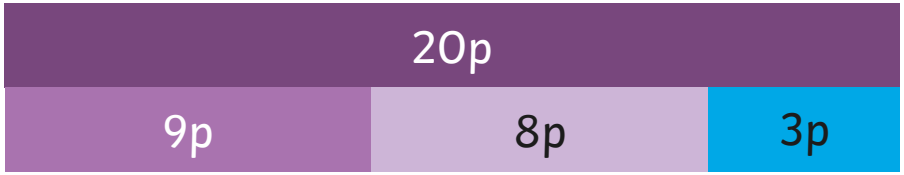


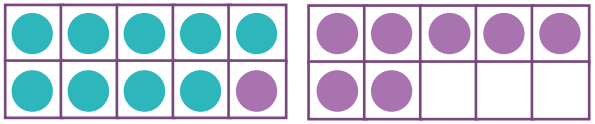
Next, we need to work out how much change she would get.

9 + 8 = 17



We could count up from 17 – 20 or we could subtract 17 from 20.
Which do you think is easier?





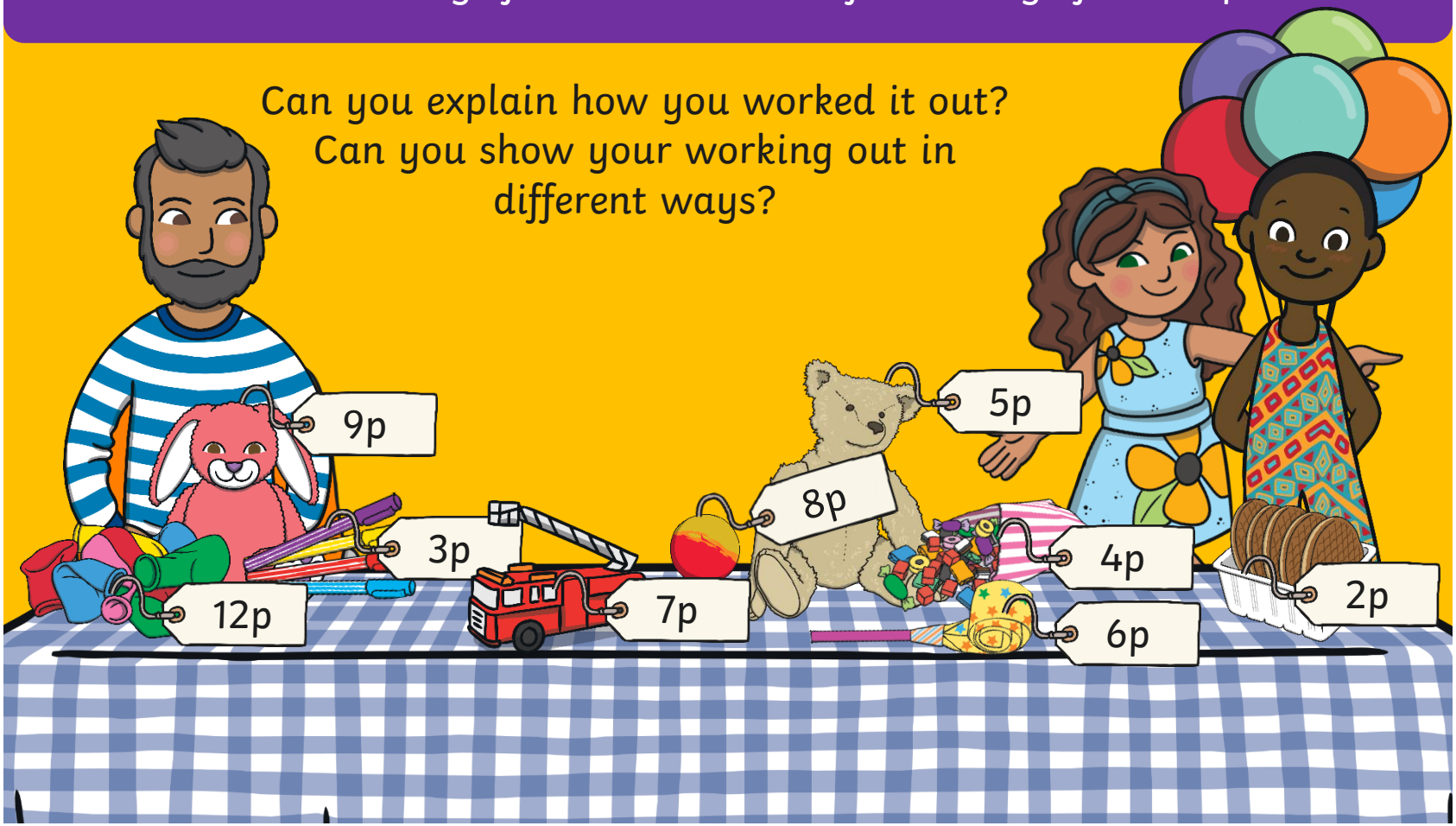
She would get 3p change.

Buying Treats

Whole Class

Choose 2 things from the stall and find change from 20p.

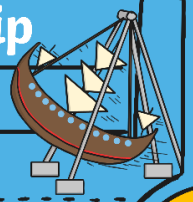
Can you explain how you worked it out?
Can you show your working out in different ways?



Choosing Rides

Haleema and Erin are allowed 20 minutes to choose which rides they'd like to go on. They can afford to go on 2 rides. What could they go on and how much time will they have to spare?

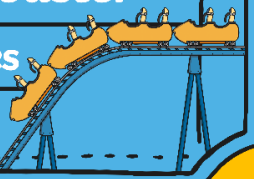
Pirate Ship
12 minutes



Carousel
7 minutes

Tea Cups
4 minutes

Rollercoaster
9 minutes



Helter-Skelter
5 minutes

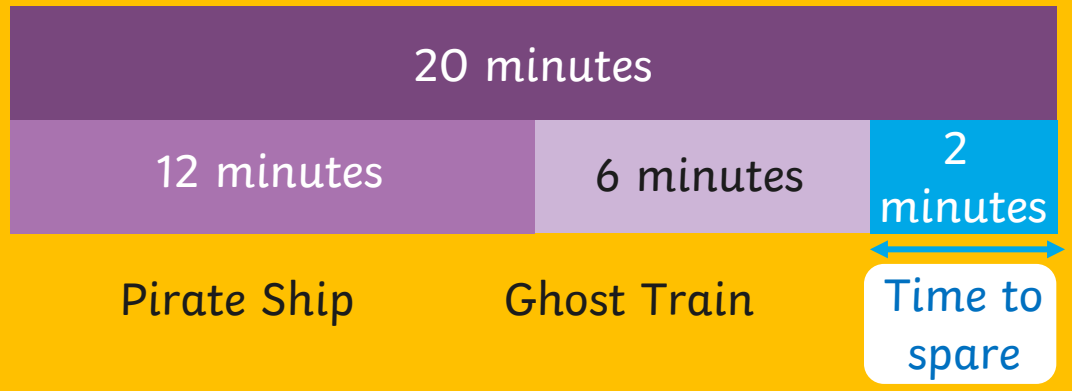
Ghost Train
6 minutes

Log Flume
10 minutes

Choosing Rides

Haleema and Erin choose the Ghost Train and the Pirate Ship.

The Ghost Train takes 6 minutes. The Pirate Ship takes 12 minutes.



What does the blue box represent?

12 + 6 = 18

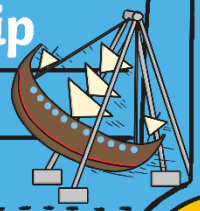
It would take 18 minutes to go on the Pirate Ship and Ghost Train.

20 – 18 = 2. They have 2 minutes to spare.

Choosing Rides

What other 2 rides could they go on and how long would they have to spare?

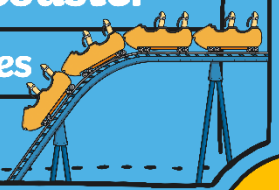
Pirate Ship
12 minutes



Carousel
7 minutes

Tea Cups
4 minutes

Rollercoaster
9 minutes



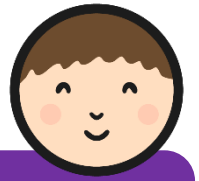
Helter-Skelter
5 minutes

Ghost Train
6 minutes

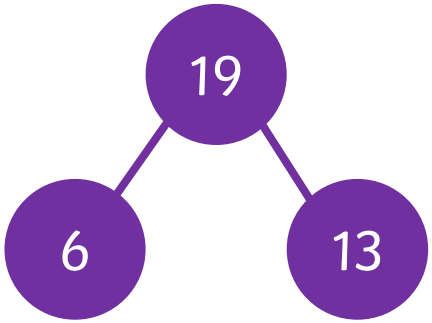
Log Flume
10 minutes

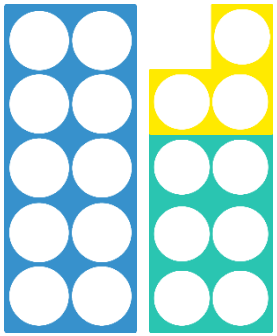
Choose 2 rides and calculate the time to spare. Use a bar model to help you.

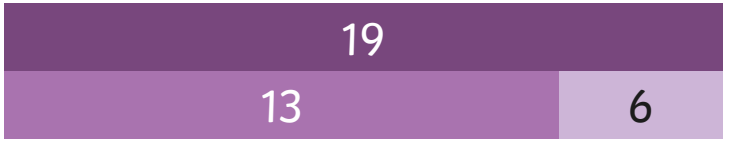
A Day at the Fair



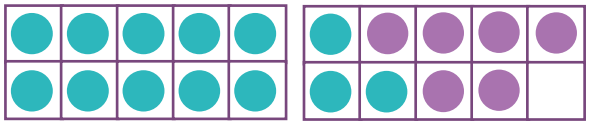
Work with a partner to solve the problems on your activity sheet.
Represent your work in as many ways as you can.
Here are some examples:



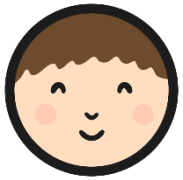




Click the models to hide them. Click here to show them all.



A Day at the Fair



A Day at the Fair

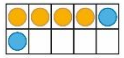
To solve two-step problems involving addition and subtraction.

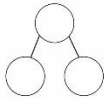
Buying Ice Creams

Haleema and Erin have 10p to spend on ice cream toppings.

They buy 2 toppings. Choose 2 toppings that they could buy.
How much change would they have from 10p?

Find the answers by using ten 1p coins, a part-whole model or a ten-frame and ten counters.





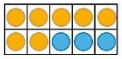
Strawberries 1p	Bananas 3p	Marshmallows 6p	Sprinkles 2p
Flake 5p	Chocolate Chunks 7p	Fudge Chunks 4p	Blueberries 8p

4p + 2p = 6p
10p - 6p = 4p
I would get 4p change from 10p.

A Day at the Fair

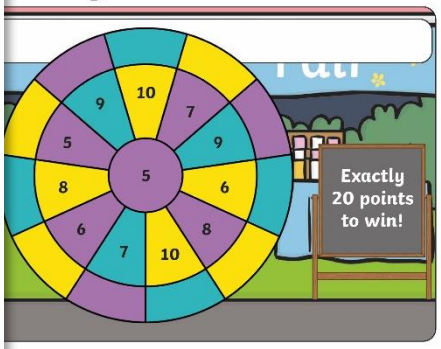
ducks in the hook-a-duck game. Which 2 ducks
ght? How many more points would she need

y using a ten-frame and ten counters.



erent ducks. How many points might she need to win?

A Day at the Fair



rt scored 8 points. Her 2nd dart scored 7 points.
points does she need to win?

re points than Haleema. Which 2 darts could she

e game? Explain your reasoning.

Diving into Mastery

Dive in by completing your own activity!

Ask a Question

Can you ask a 2-step question?

How much longer does it take to ride the Pirate Ship and the Log Flume than the Ghost Train and the Rollercoaster?

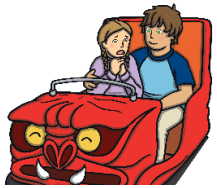
Helter-Skelter

5 minutes

Log Flume

10 minutes

Ghost Train

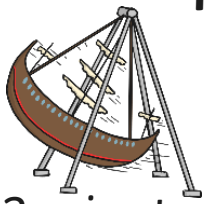


6 minutes

Carousel

7 minutes

Pirate Ship

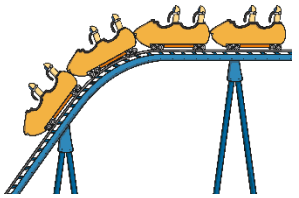


12 minutes

Tea Cups

4 minutes

Rollercoaster



9 minutes

It takes 22 minutes to ride the Pirate Ship and the Log Flume.
It takes 15 minutes to ride the Ghost Train and the Rollercoaster.
It takes 7 minutes longer to ride the Pirate Ship and Log Flume.

Aim

- To solve two-step problems involving addition and subtraction.

Success Criteria

- I can solve problems by adding.
- I can solve problems by subtracting.
- I can use objects, pictures and models to help me solve problems.
- I can solve two-step problems by adding and subtracting.