



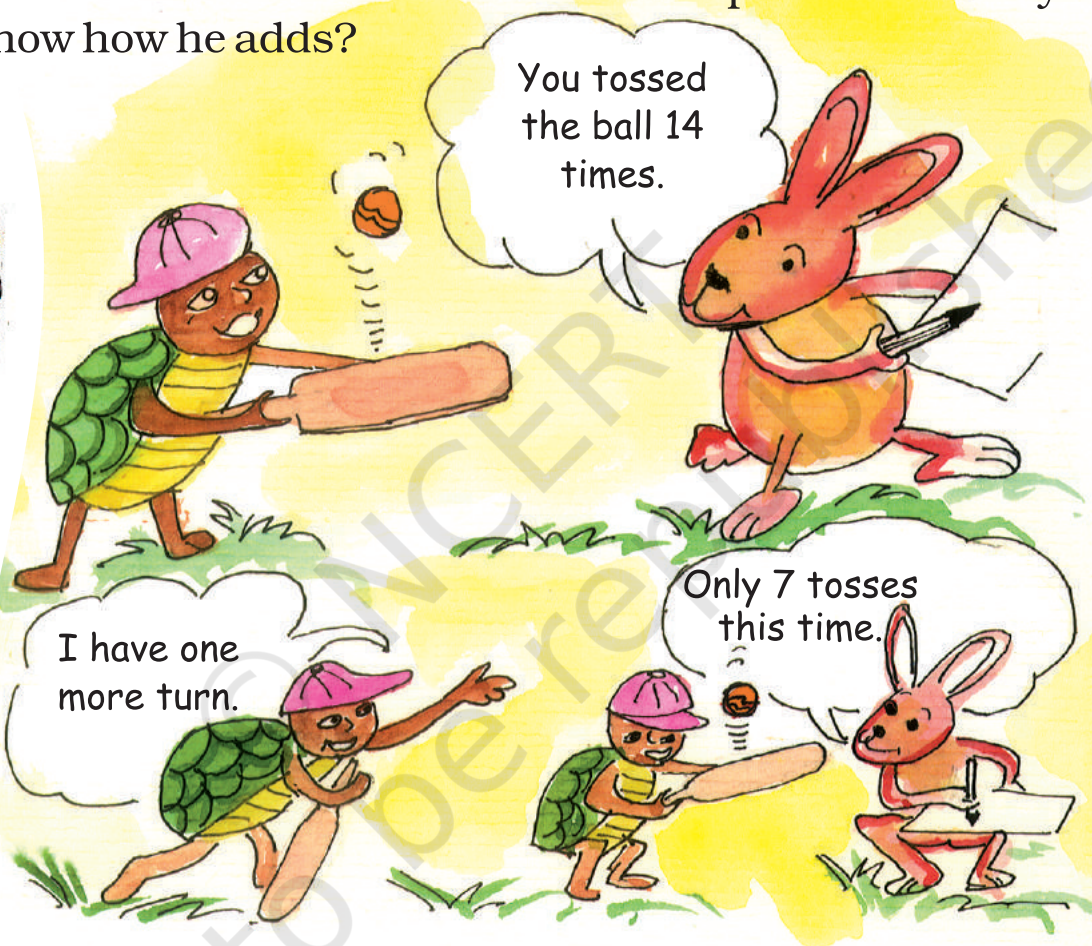
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Add Our Points

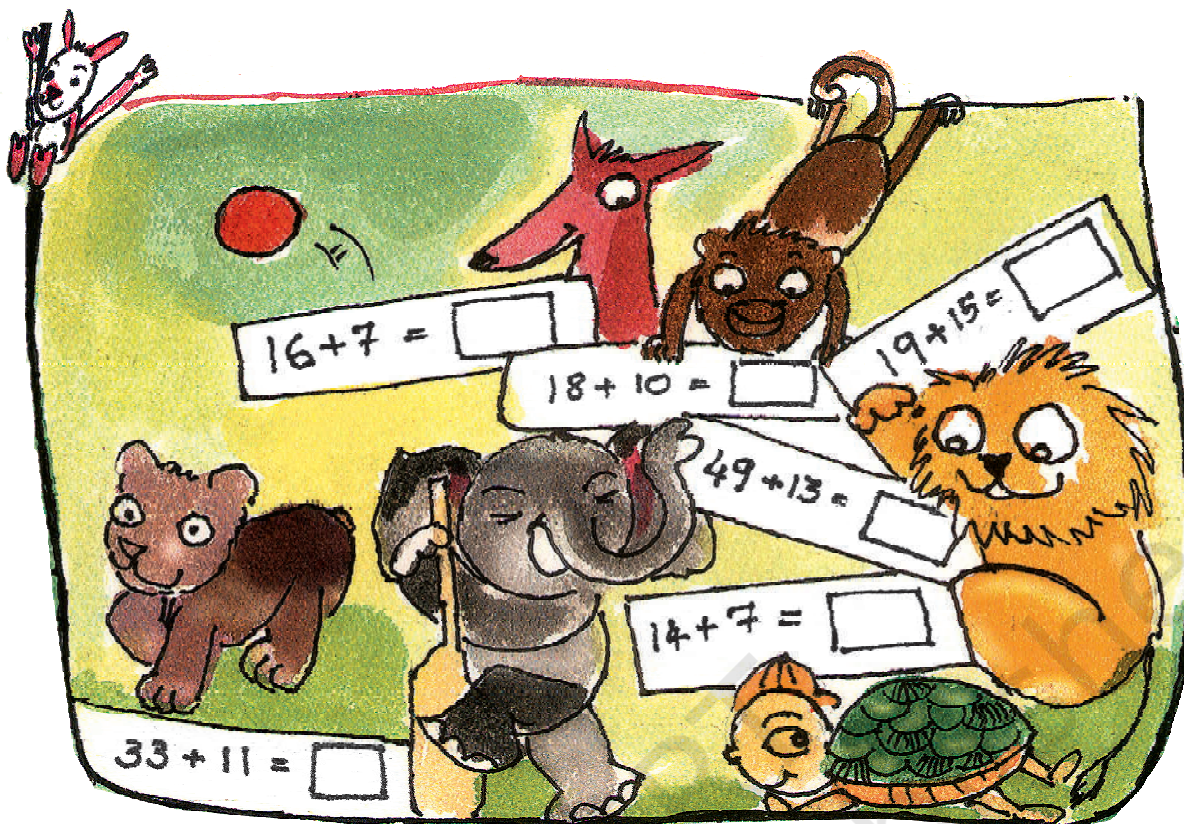


Toss the Ball

Animals of the forest are playing. Turn by turn, they toss the ball on their bats until it falls. Each player gets two turns and Bunnoo rabbit adds their points. But do you know how he adds?



Bunnoo adds on the snake. To add 14 and 7, Bunnoo stands on 14. He jumps 7 steps forward. He reaches 21. You can also add points on the snake.



★ Who won the game? _____

★ Who lost the game? _____

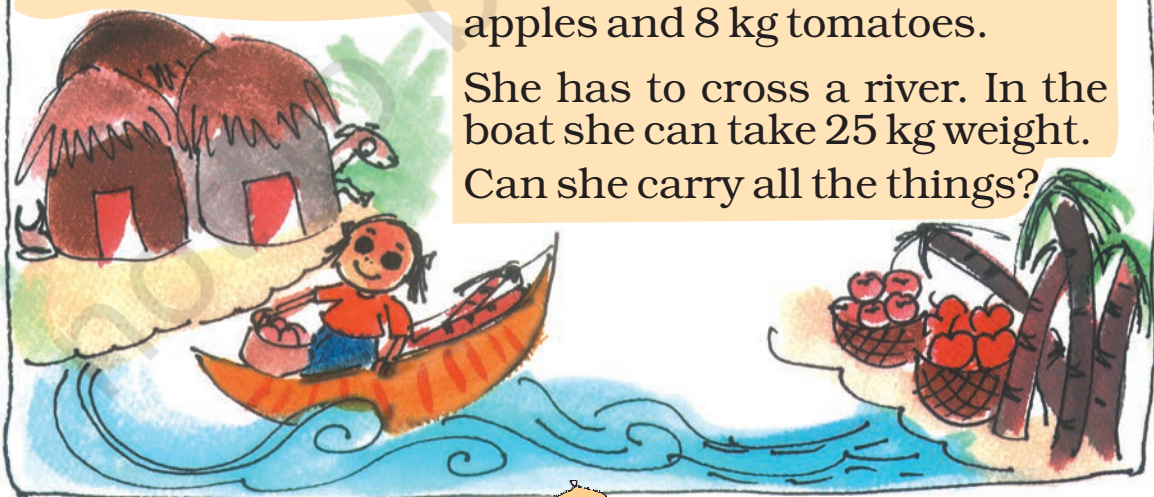
The winner got bananas from Bunnoo.

Guess and Tell

Prabha is going to her grandmother, who lives in the next village. She wants to take 15 kg sugar cane, 7 kg apples and 8 kg tomatoes.

She has to cross a river. In the boat she can take 25 kg weight.

Can she carry all the things?



- ★ Write the missing points.
- ★ Who is the winner this time?

★ Who is the winner this time?



Heads and Tails

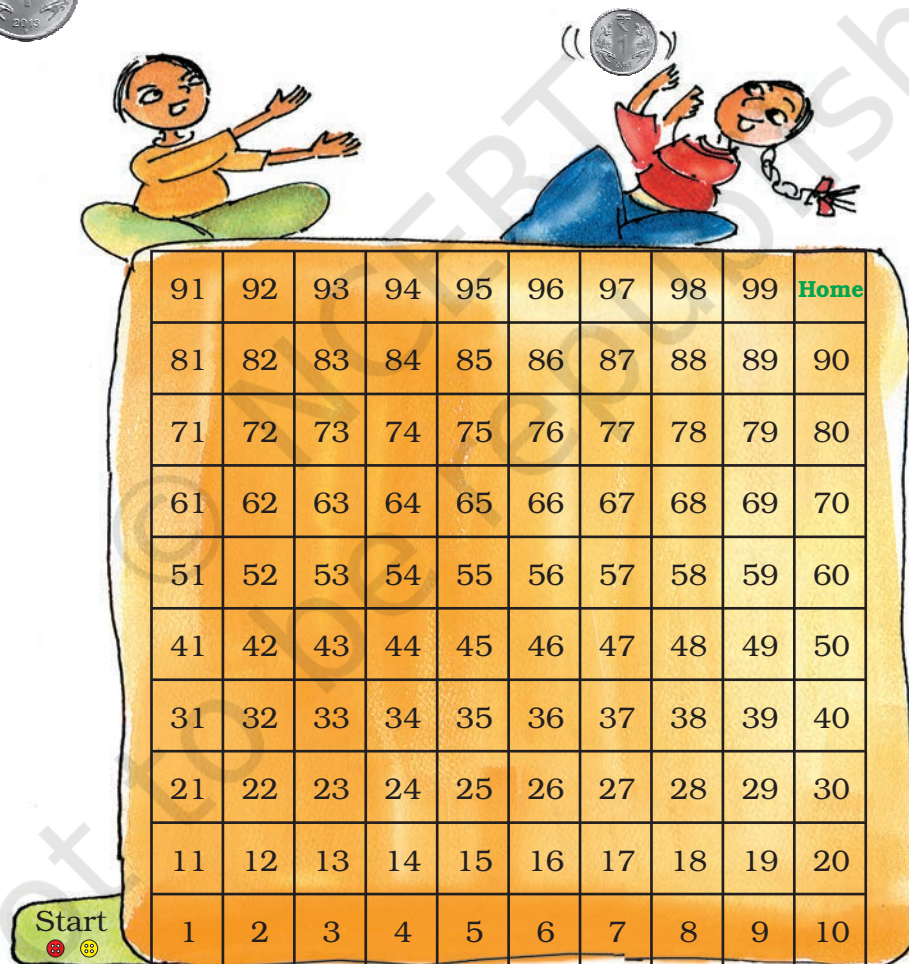
Have you seen the two sides of a rupee coin?

Which side has 1? Heads/Tails



Sameena and Sadiq are playing. The board has numbers from 1 to 99. Each player has a button.

They toss a coin. If it is  'Heads', the button moves 10 steps. So, if Sameena is on 6, she moves to 16. If she gets  'Tails', she moves only one step.



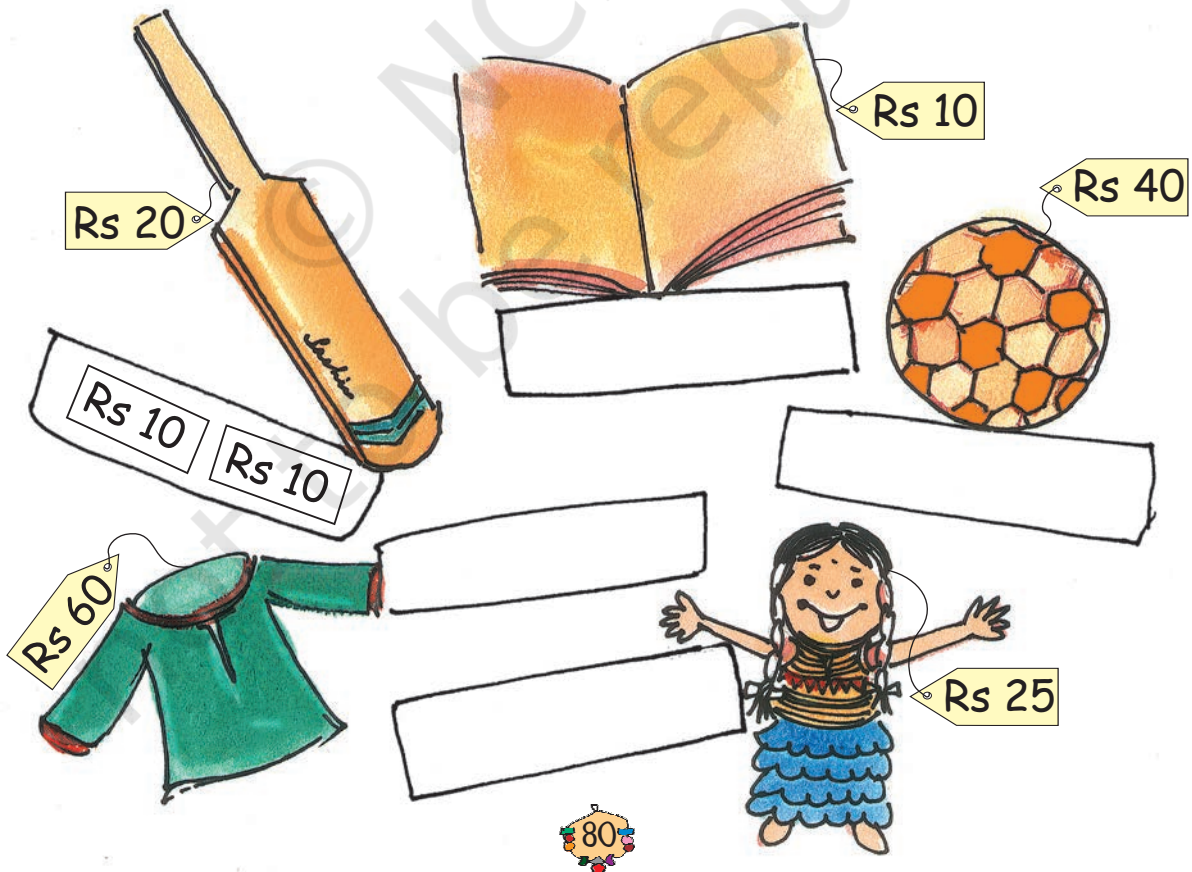
Now you also play this game. The one who reaches home first, wins the game. Is there a short cut for 10 steps?

Two at a Time

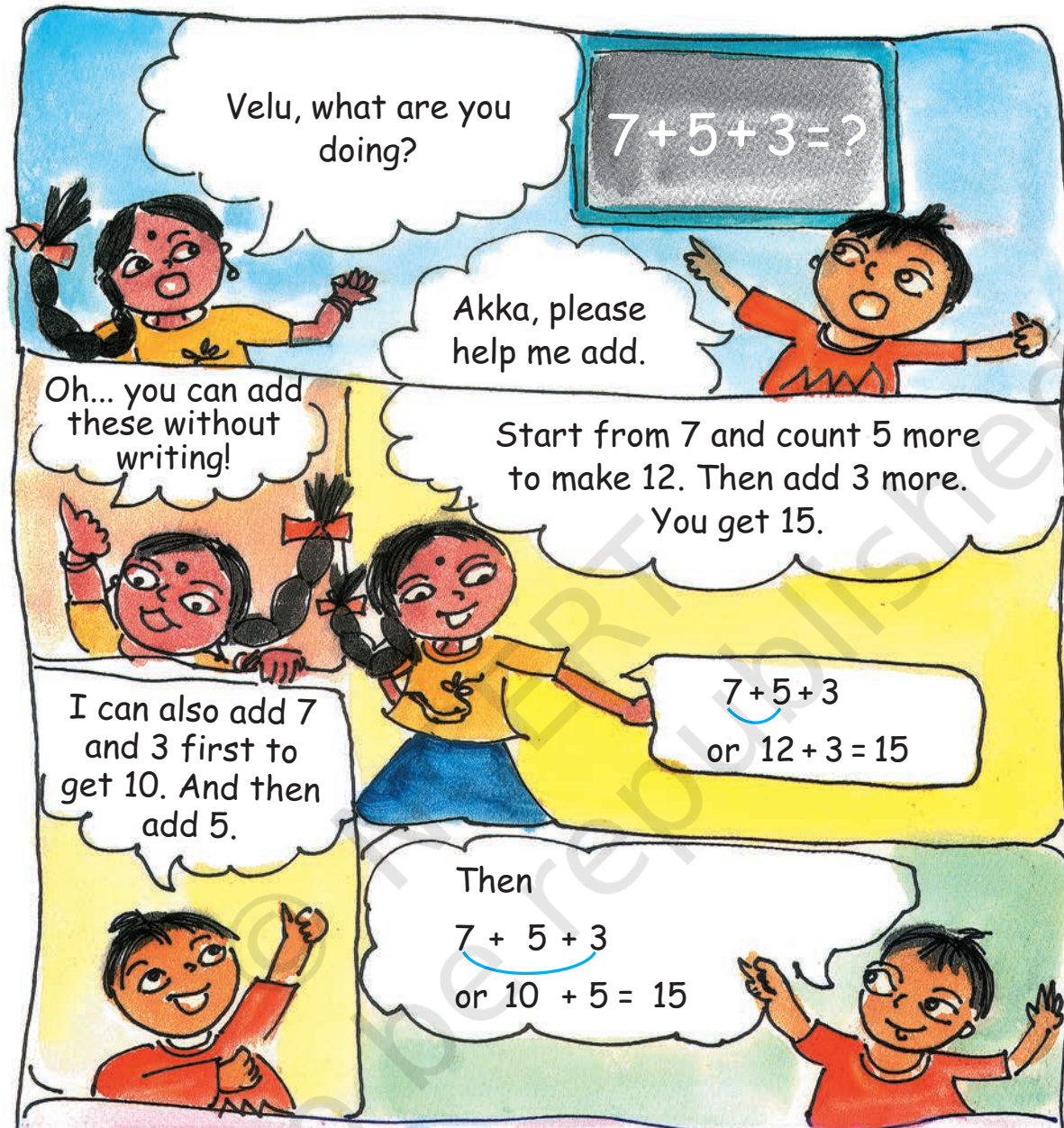
Chintu and Mintu went shopping. They bought some things. To pay they used notes and coins, but only two at a time.



- * Out of these, which two can they use to buy the things below? They can use the same note or coin more than one time.



How Fast Can You Add?



Do These

$5 + 5 + 7 = \square$

$6 + 5 + 4 = \square$

$9 + 4 + 1 = \square$

$7 + 3 + 8 = \square$

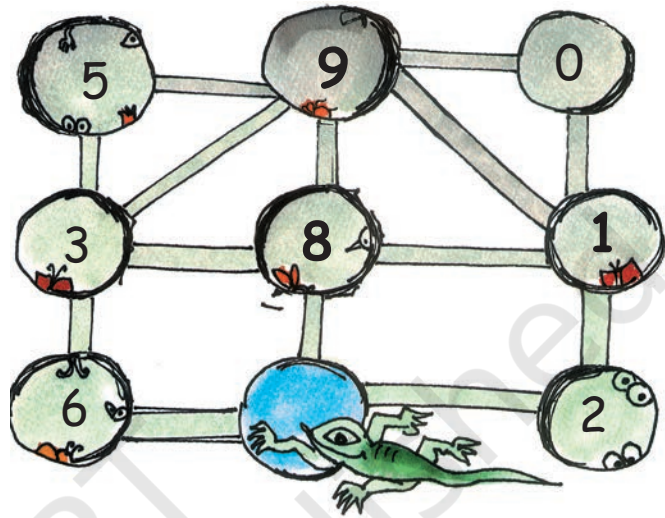
$8 + 3 + 2 = \square$

Let children do these sums by adding mentally. If some are not yet able to do so, encourage them to use the snake or the hundred chart. They can also be helped to find different combinations in order to add fast.



A lizard moves from one hole to another. As it moves, it eats insects hidden in the hole. The number of insects in each hole is shown.

The lizard can move only along the lines.



Starting from the blue hole in the picture, the lizard goes to three holes to eat 18 insects.

This is the path the lizard takes —

$$\textcircled{8} + \textcircled{1} + \textcircled{9} = 18$$

★ What path can the lizard take to eat 12 insects?

$$\textcircled{} + \textcircled{} + \textcircled{} = 12$$

★ What path can the lizard take to eat 20 insects?

$$\textcircled{} + \textcircled{} + \textcircled{} = 20$$

This time the lizard goes to four holes to eat insects.

★ What path does the lizard take to eat 18 insects?

$$\textcircled{} + \textcircled{} + \textcircled{} + \textcircled{} = 18$$

★ What path does the lizard take for 12 insects?

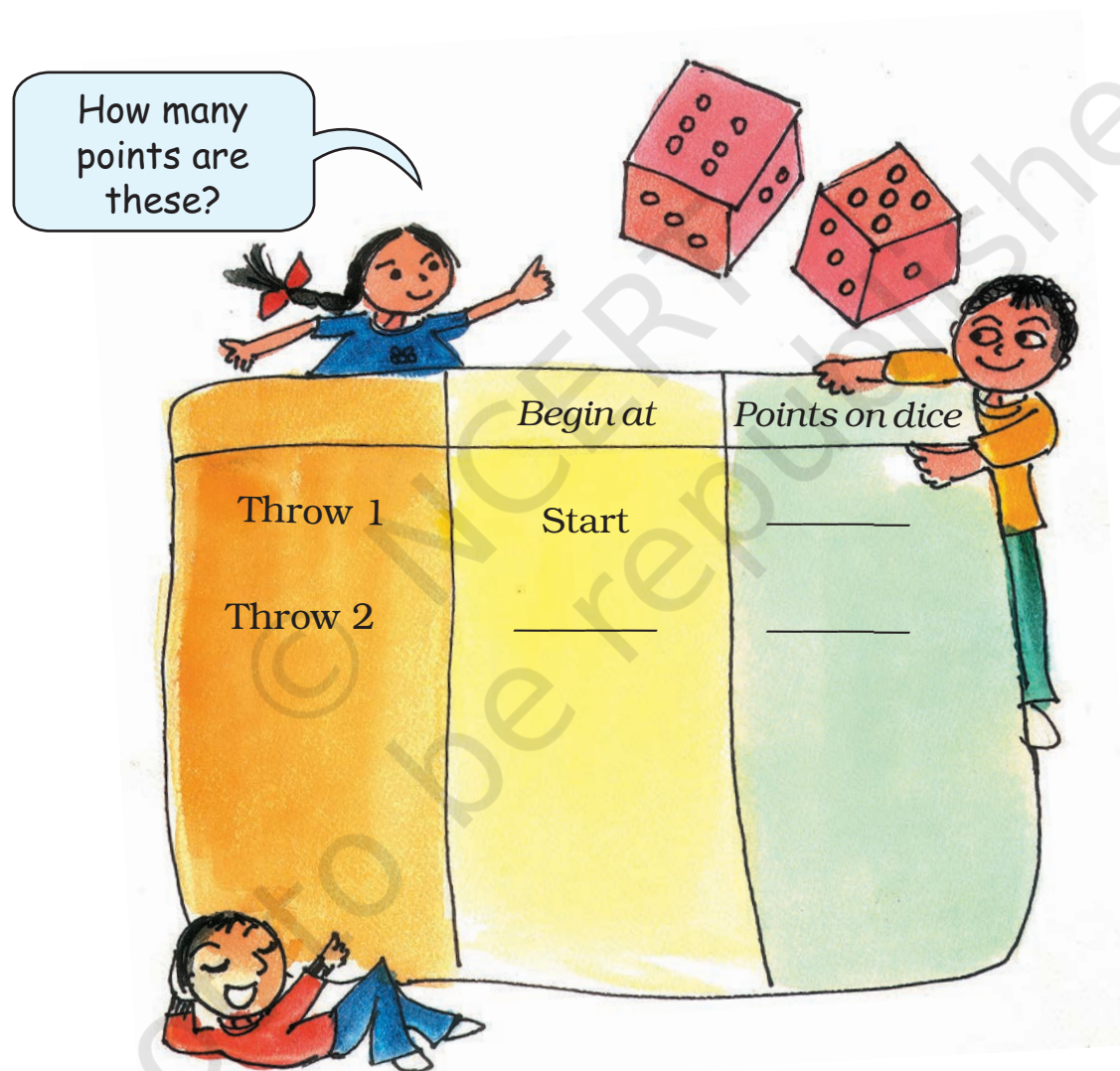
$$\textcircled{} + \textcircled{} + \textcircled{} + \textcircled{} = 12$$



Play Time

Sameena and Sadiq are now playing another game on the board of Heads and Tails. They throw two dice and add the numbers to get their points.

You too can play this game. Throw your dice and write your points. See who is the first to reach home.



This record could help children check their moves. For instance, they could see that, starting from one number in the left column, they get to the next by adding the points in the right column. Use the board on page 79.