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| **month** | **Topic\skills** | | **Resources** | |
| Aug\12 classes | | **Addition and subtraction1-100**  Vertical , horizontal and commutative property **EVEN AND ODD NUMBERS**  -concept of even and odd numbers  Identifying even and odd numbers  **TIME**  Telling and showing time to the five-minute interval | | :grouping objects to identify odd and even numbers  Odd and even game  <https://nrich.maths.org/7431>  <https://nrich.maths.org/6343>  <https://nrich.maths.org/7952>  <https://nrich.maths.org/content/id/2404/Robot%20Monsters%20final.pdf> |

Game for odd and even

I have a pile of nine digit cards numbered 1 to 9.  
I take one of the cards.  It is the 3.  
Which card would you choose to go with the 3 so you could make the largest possible two-digit even number with the two cards?  
We put the cards back in the pile.  This time, I choose the 6. Which card would you choose this time to go with the 6 to make the largest possible two-digit even number?  
Have a go at this with a partner.  One of you chooses the first digit from the set of cards.  The second person then chooses a card to make the largest possible two-digit even number. You can then swap over.  
Try it several times so you are sure you have a good method. Talk about your ideas with your partner so you agree together on a 'best' method.  
How would your strategy change if you had to make the largest two-digit odd number?