What to do

1. Counting practice

- Sing a really good counting song if you don't know one try this version of 'Over in the meadow' https://www.youtube.com/watch?v=C6liGXMMB-g
- Now create your own version Over in the meadow, in the grass in the sun / lived a little baby rabbit and her little bunny one/ 'Hop' said the mother, I hop, said the one... ETC.
- o How many new verses can you create?

2. Working together

- Using the three by three grid use real logical thinking and a bit of addition in Magical grid patterns.
 - You need counters which can be little bricks, beads, pieces of dried pasta, or shells.
 - You use these counters to help you do the additions. Take counters to match each number. Use the larger set and then add on the counters from the smaller set.
 - Complete the activity Magical Grid Patterns following the instructions below.

Try these Fun-Time Extras

- Watch this trick. https://www.youtube.com/watch?v=CTMOzCXxGv0
- Have three different coins and three different cups. Place one coin under each cup. Muddle the cups. Can you still say which coin is under each cup? Well done! Try it on a grown-up.

Magical grid patterns

You will need: counters which can be little bricks, beads, pieces of dried pasta, or shells. You can use the counters to help you do the additions.

0	1	2
3	4	5
6	7	8

What to do

- Study the grid.
- Circle the middle number.
- o Double it this means that you add it to itself.

$$4 + 4 = ?$$

- o Now add the two opposite corner numbers they are red.
- o Add the other two opposite corner numbers which are blue.
- o What do you notice about your three answers?
- Try this second grid.

1	2	3
4	5	6
7	8	9

- Then write numbers in the third grid, starting with any number you like and writing the numbers in order along the rows.
- O Does the magic always work?

Challenge

Draw your own grid and have a top row of 10, 20, 30 and a middle row of 40, 50, 60 and a bottom row of 70, 80, 80

Predict what the magic number will be when you double the middle and add the opposite corners.