

Discussion Problems

Step 8: Add and Subtract 10s

National Curriculum Objectives:

Mathematics Year 2: (2C2a) [Add and subtract numbers mentally, including: a two-digit number and tens](#)

Mathematics Year 2: (2C2b) [Add and subtract numbers using concrete objects and pictorial representations, including: a two-digit number and tens](#)

About this resource:

This resource has been designed for pupils who understand the concepts within [this step](#). It provides pupils with more opportunities to enhance their reasoning and problem solving skills through more challenging problems. Pupils can work in pairs or small groups to discuss with each other about how best to tackle the problem, as there is often more than one answer or more than one way to work through the problem.

There may be various answers for each problem. Where this is the case, we have provided one example answer to guide discussion.

We recommend self or peer marking using the answer page provided to promote discussion and self-correction.

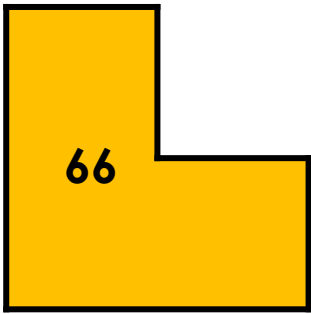
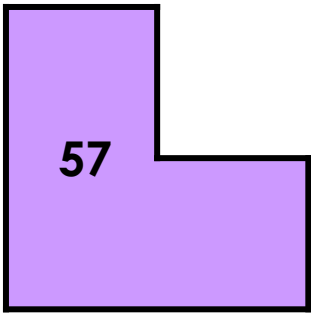
More [Year 2 Addition and Subtraction](#) resources.

Did you like this resource? Don't forget to [review](#) it on our website.

Add and Subtract 10s

1. The value of the shapes can be found when three numbers from the grid are added together.

10	50	40	3
6	30	40	20
40	20	7	6



Investigate how the shapes can be arranged on the grid to find the correct calculation for each shape. The shapes can be rotated.

DP

2. Help Paul find his way through the maze for his game. He must finish on the same number that he started with and cannot go over 100 at any point in the maze. He is starting with the number 54.



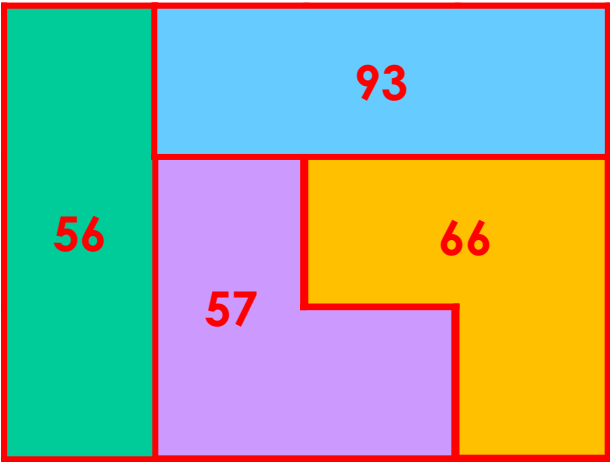
Start	+	40	-	30	+
+	20	-	70	+	20
40	-	10	-	20	-
-	50	+	60	+	10
30	+	40	-	80	Finish

Find two possible routes. Find a route which finishes with the same starting number.

DP

Add and Subtract 10s

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Investigate how the shapes can be arranged on the grid to find the correct calculation for each shape. The shapes can be rotated.

DP

2. Help Paul find his way through the maze for his game. He must finish on the same number that he started with and cannot go over 100 at any point in the maze. He is starting with the number 54.

Various answers, for example:

Start	+	40	-	30	+
+	20	-	70	+	20
40	-	10	-	20	-
-	50	+	60	+	10
30	+	40	-	80	Finish

Start	+	40	-	30	+
+	20	-	70	+	20
40	-	10	-	20	-
-	50	+	60	+	10
30	+	40	-	80	Finish

Find two possible routes. Find a route which finishes with the same starting number.

DP