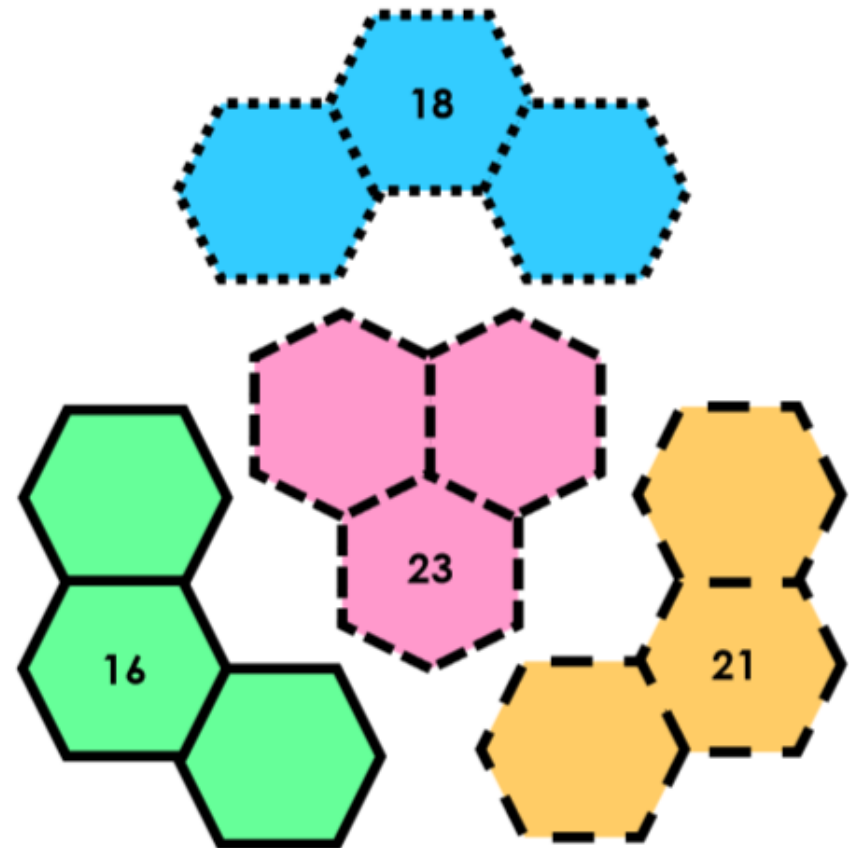
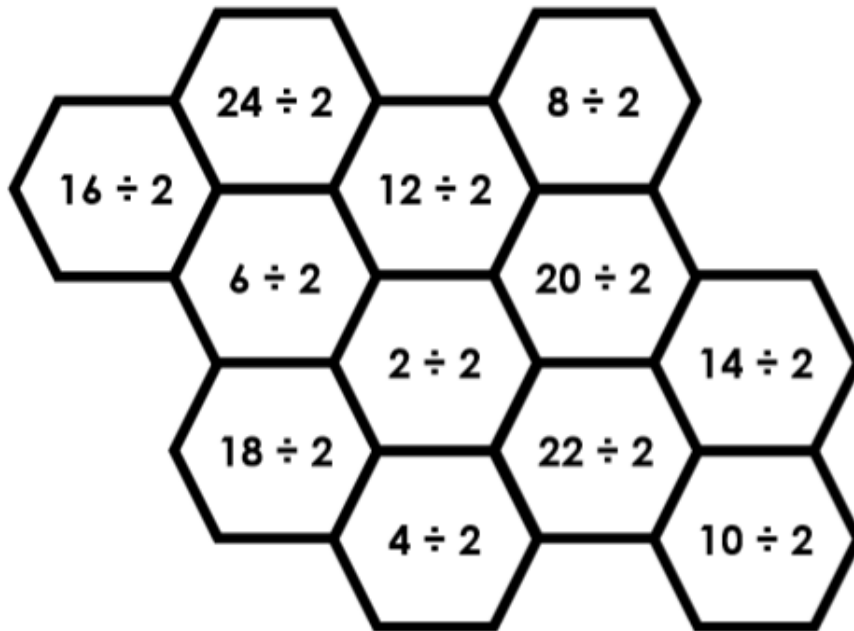


1. The 2-digit number on each shape is the sum of the answer to three division calculations from the grid. The shapes can be rotated.



Investigate how the shapes can be arranged on the grid.

2. Crack the code by solving the division calculations and matching the answer with the correct letter. Create your own calculations for the last word to make the statement correct.

1	2	3	4	5	6	7	8	9	10	11	12
A	E	G	H	I	N	O	R	S	T	W	X

$20 \div 2$	$4 \div 2$	$12 \div 2$

$10 \div 2$	$18 \div 2$

$6 \div 2$	$16 \div 2$	$4 \div 2$	$2 \div 2$	$20 \div 2$	$4 \div 2$	$16 \div 2$

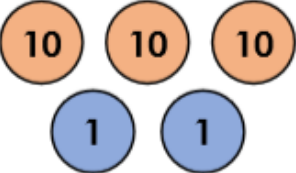
$20 \div 2$	$8 \div 2$	$2 \div 2$	$12 \div 2$

1. Miranda the Witch is busy making potions for the Wicked Witch Potion Making Contest. She has to make 5 exciting potions.

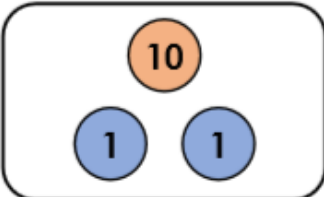
Using her ingredients list, explore how much of each ingredient she could have in each potion?



1. Find a path through the maze, landing on numbers that can be divided equally by 10.

<u>Start</u>	110	4 lots of 10		eight
17	10×6	19	5 lots of 2	
$10 \times 2 + 2$	4×5	3×5	10×10	9×2
fifteen	60	10 lots of 5		eighty
	7×2	101	$10 \times 5 + 5$	<u>Finish</u>

2. In pairs, cut out the cards. Match the calculations to their answers. Complete the calculations that do not have a matching answer.

$50 \div 10 + 5$			$70 \div 10 + 5$
six			eleven
$\square \div \square$	0×10	$10 \div \square$	$60 \div 10 + 8$
$110 \div 10$	$\square \div \square$	$80 \div 10 - 2$	one

To play the game, lay the cards face down. Take turns to pick 2 cards. If the calculation matches the answers, keep the cards. Place the cards back if they do not match. The player with the most cards is the winner.