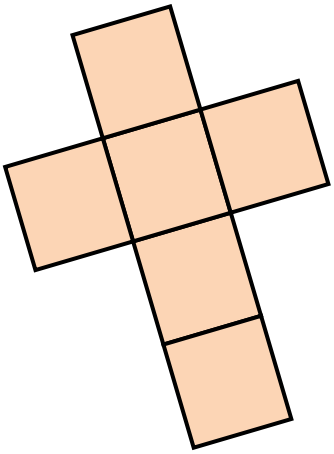
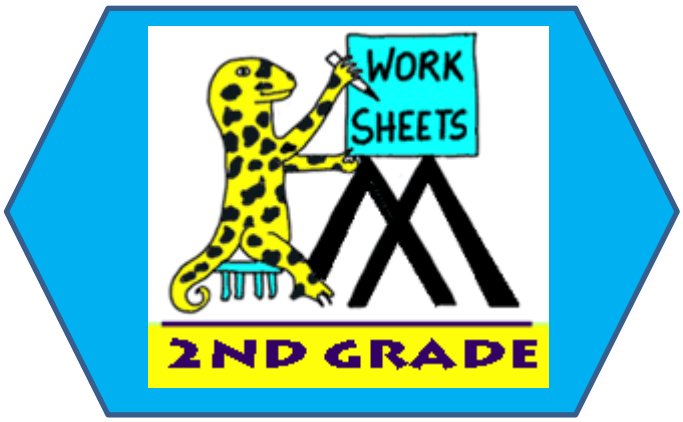
MATH SALAMANDERS
SECOND GRADE GRAB PACK 6

This pack is a selection of 10 Math sheets and one game designed especially for second graders. We have taken all the sheets from our 2nd grade area on our site.





In the pack is a range of number sheets, coloring pages, and puzzles.

There is also an answer pack which you can download separately.

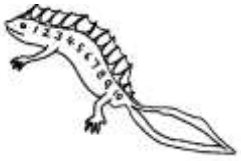
CONTENTS (ANSWER SHEETS)			
1	Ordering Numbers 1 to 1000 Sheet 2	7	3-Digit Subtraction Sheet 3
2	Place Value Riddles 2B	8	Salamander Line Up Puzzle 2
3	3-Digit Addition Sheet 4	9	Venn Diagrams Sheet 3
4	Arithmogon Triangle Puzzle 2A	10	Mental Math Quiz A6
5	Cube Net	11	Find the 2D Shape Game
6	Number Bonds to 20 Sheet 4		

Please give us feedback on our pack – both what you liked and what sheets you would like to see more of by leaving a comment on the link below.

https://www.math-salamanders.com/math-grab-packs.html

ORDERING NUMBERS 1 TO 1000 SHEET 2

Put these lists of numbers in order, from smallest to largest.



A)	245	124	148	75	101
	_____ smallest	_____	_____	_____	_____ largest
B)	402	362	179	246	195
	_____ smallest	_____	_____	_____	_____ largest
C)	472	417	480	436	409
	_____ smallest	_____	_____	_____	_____ largest
D)	516	615	561	651	156
	_____ smallest	_____	_____	_____	_____ largest
E)	902	674	782	199	201
	_____ smallest	_____	_____	_____	_____ largest
F)	806	680	860	608	86
	_____ smallest	_____	_____	_____	_____ largest
G)	376	804	189	673	219
	_____ smallest	_____	_____	_____	_____ largest

PLACE VALUE RIDDLES 2B

Select the correct answer from a choice of 8 possibilities.

1) I am a 3-digit number.

My ones digit is more than my hundreds digit.

My tens digit is even.

Double me is more than a thousand.

Who am I?

327	805	552	759
912	648	467	275

2) My ones digit is less than 2.

My hundreds digit is odd.

I am less than 8 hundreds.

My tens digit is my biggest digit.

Who am I?

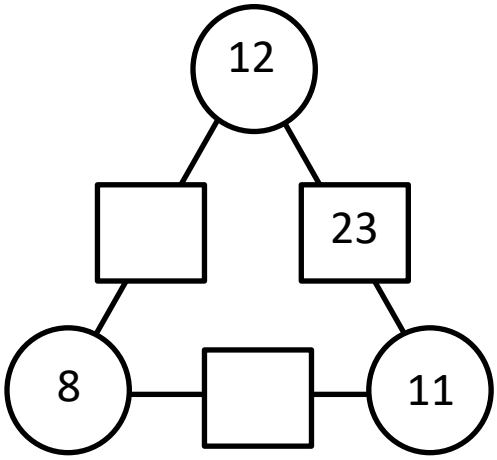
630	270	385	750
280	382	300	150

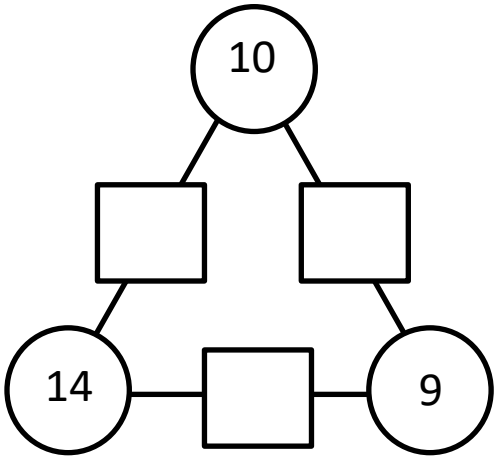
3-DIGIT ADDITION SHEET 4

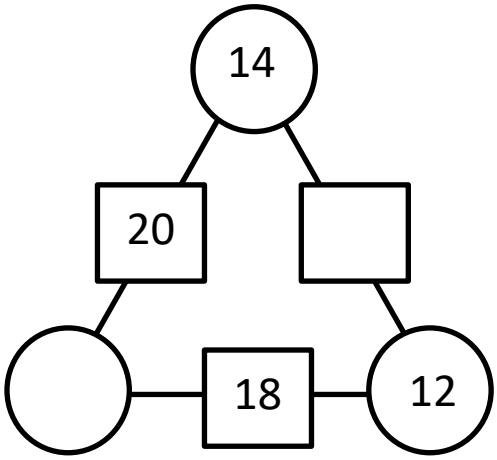
1) 478 + 357 =	2) 148 + 363 =	3) 518 + 437 =	4) 253 + 316 =
5) 273 + 508 =	6) 476 + 59 =	7) 683 + 126 =	8) 475 + 286 =
9) 607 + 195 =	10) 368 + 409 =	11) 254 + 63 =	12) 165 + 427 =
13) 391 + 264 =	14) 816 + 75 =	15) 272 + 385 =	16) 504 + 38 =
17) 476 + 284 =	18) 616 + 257 =	19) 293 + 246 =	20) 356 + 188 =
21) 778 + 95 =	22) 230 + 384 =	23) 517 + 224 =	24) 495 + 358 =

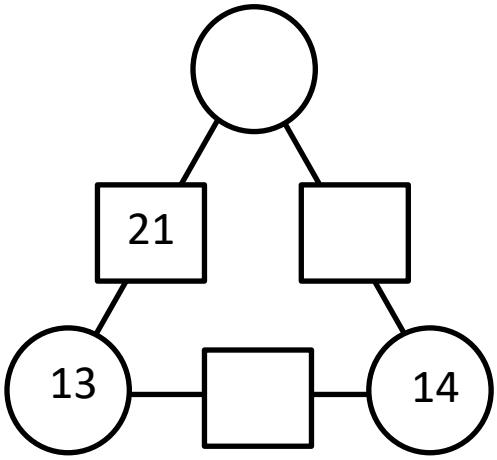
ARITHMOGON TRIANGLE PUZZLE 2A

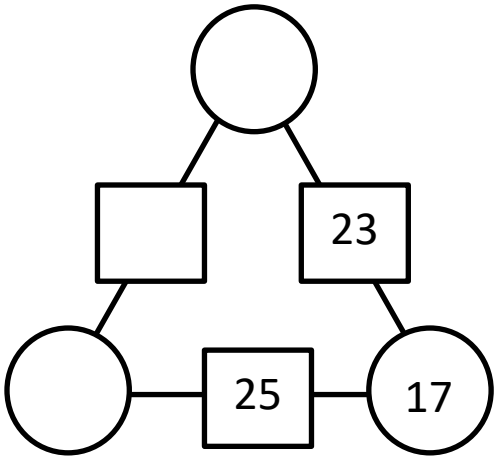
The numbers in the circles added together makes the number in the linking rectangle. Find the missing numbers in this puzzle.

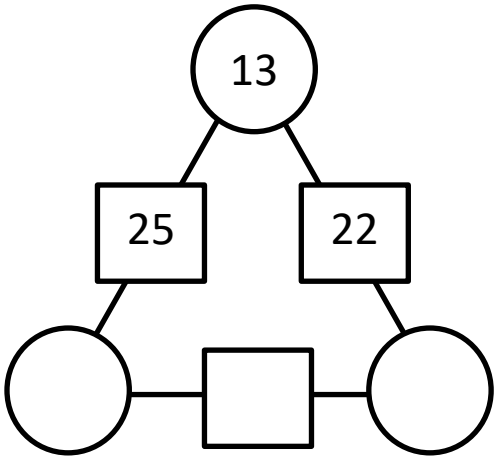




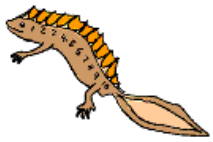


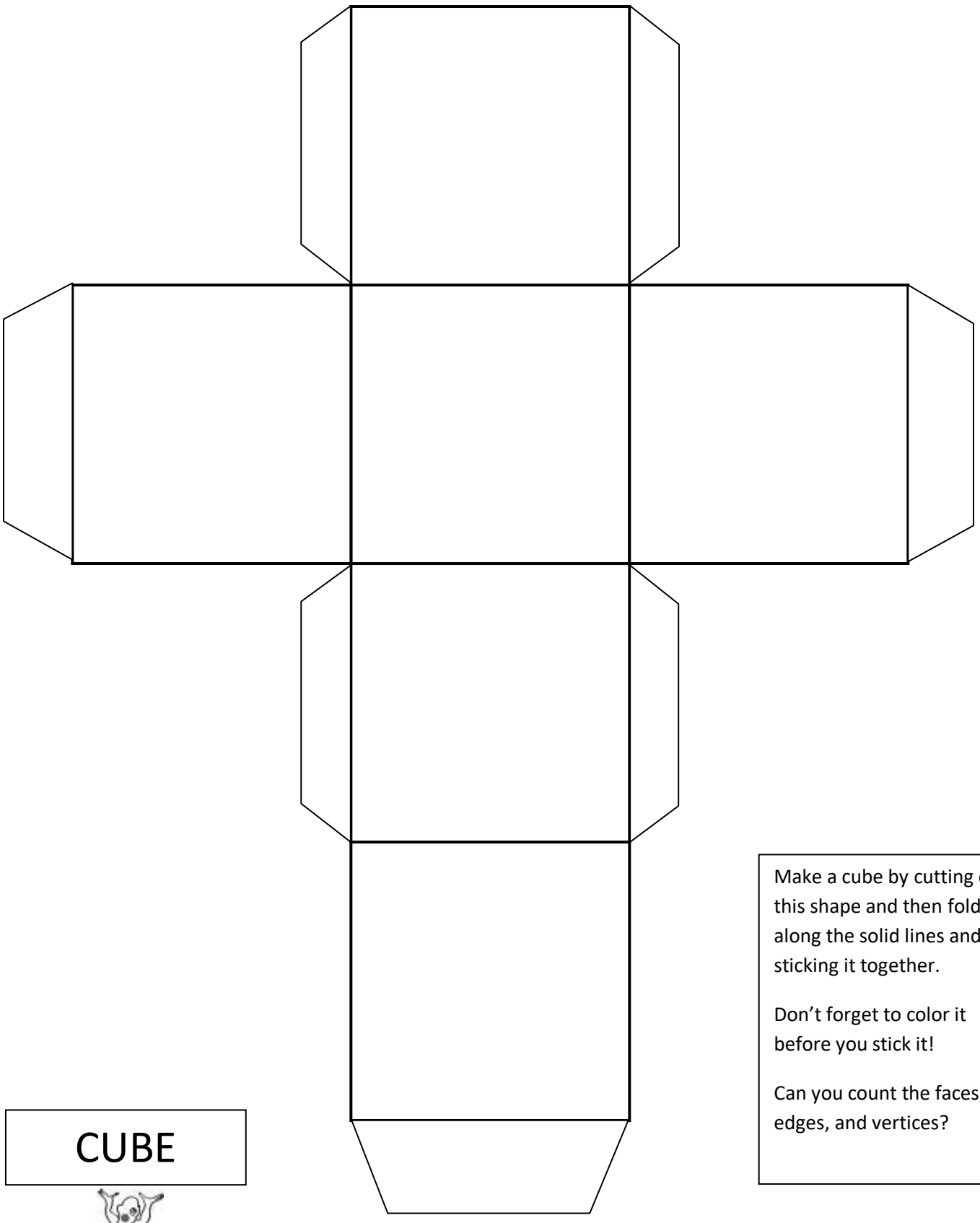






Remember to check your answers carefully.





Make a cube by cutting out this shape and then folding along the solid lines and sticking it together.

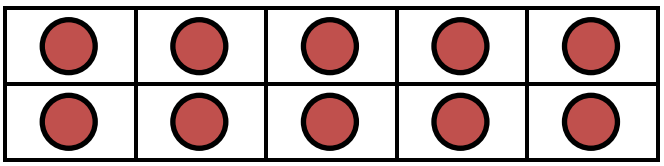
Don't forget to color it before you stick it!

Can you count the faces, edges, and vertices?

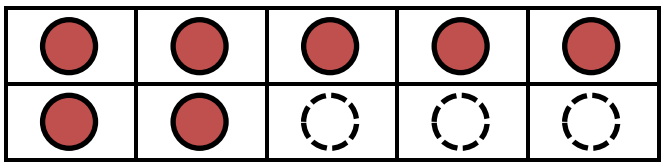
CUBE

NUMBER BONDS TO 20 SHEET 4

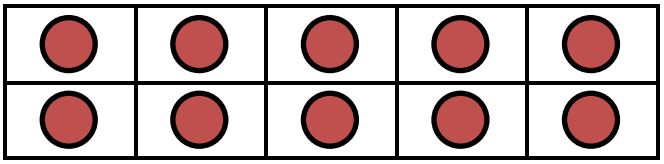
Complete the tens frame and fill in the missing number bond facts.



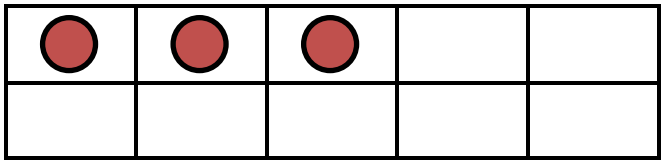
17 + 3 = 20 3 + 17 = 20



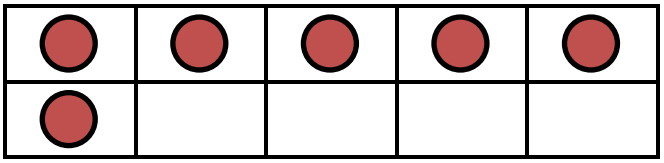
20 – 17 = 3 20 – 3 = 17



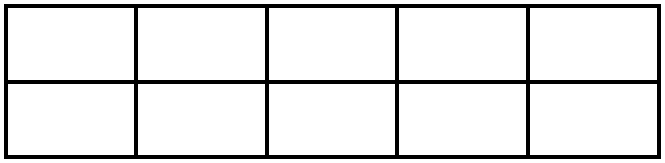
13 + ___ = 20 ___ + ___ = 20



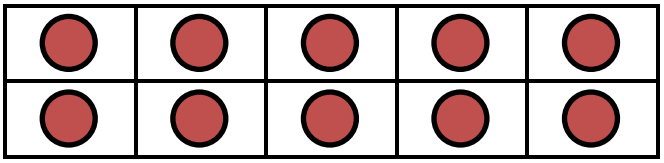
20 – ___ = ___ 20 – ___ = ___



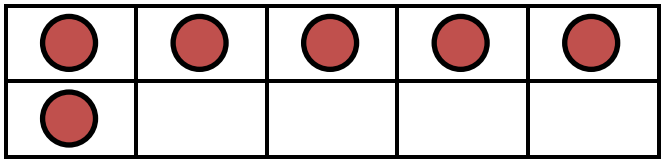
6 + ___ = 20 ___ + ___ = 20



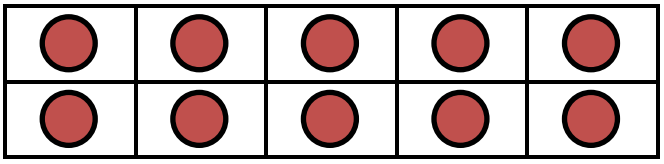
20 – ___ = ___ 20 – ___ = ___



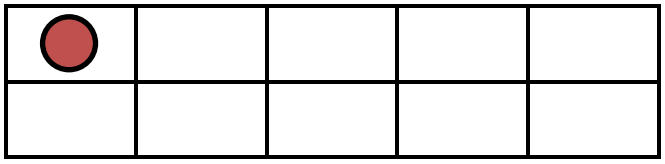
16 + ___ = 20 ___ + ___ = 20



20 – ___ = ___ 20 – ___ = ___



11 + ___ = 20 ___ + ___ = 20



20 – ___ = ___ 20 – ___ = ___

3-DIGIT SUBTRACTION SHEET 3

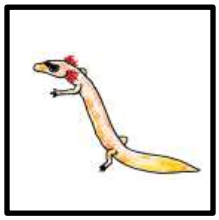
Have a go at these subtraction problems with regrouping from hundreds or tens.

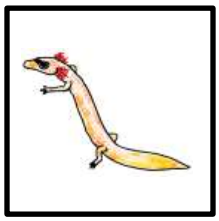
1) 362 − 148	2) 417 − 253	3) 706 − 322	4) 741 − 128
5) 564 − 134	6) 817 − 452	7) 173 − 67	8) 453 − 327
9) 330 − 216	10) 753 − 419	11) 609 − 263	12) 386 − 255
13) 517 − 374	14) 682 − 58	15) 714 − 173	16) 860 − 154
17) 671 − 356	18) 738 − 295	19) 674 − 36	20) 879 − 774

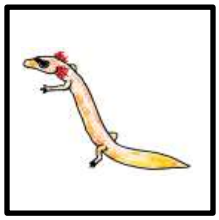
Remember to subtract the ones first, then the tens and finally the hundreds.

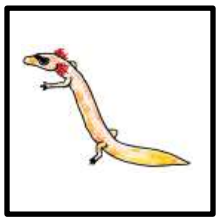
SALAMANDER LINE-UP PUZZLE 2

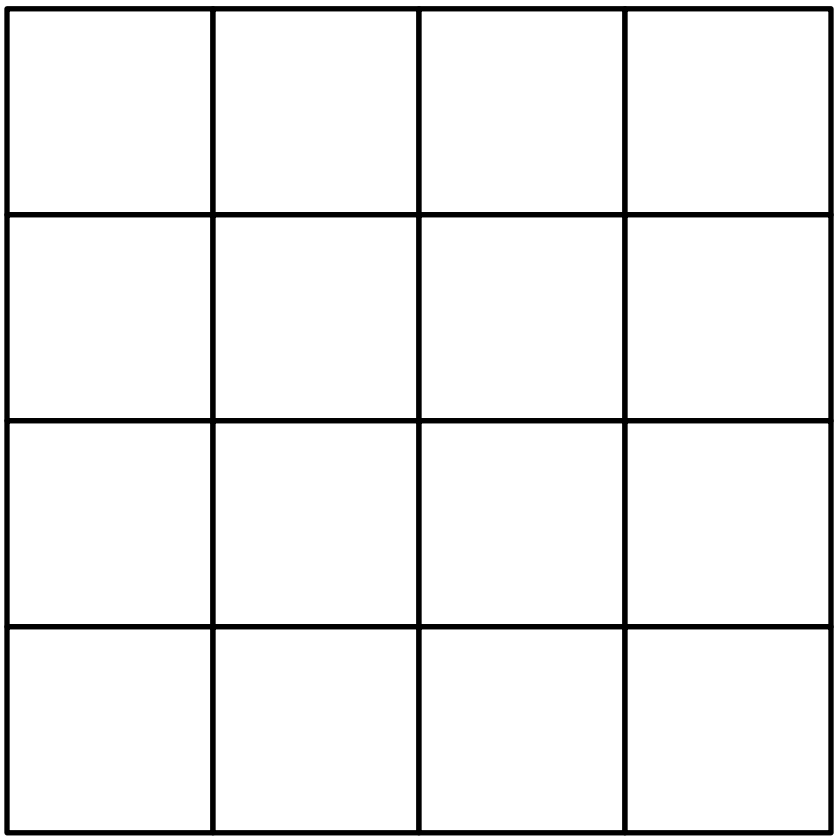
Place all 4 Captain Salamanders in the squares on the board so that none of the captains is in the same line (either horizontal, vertical or diagonal) as another.











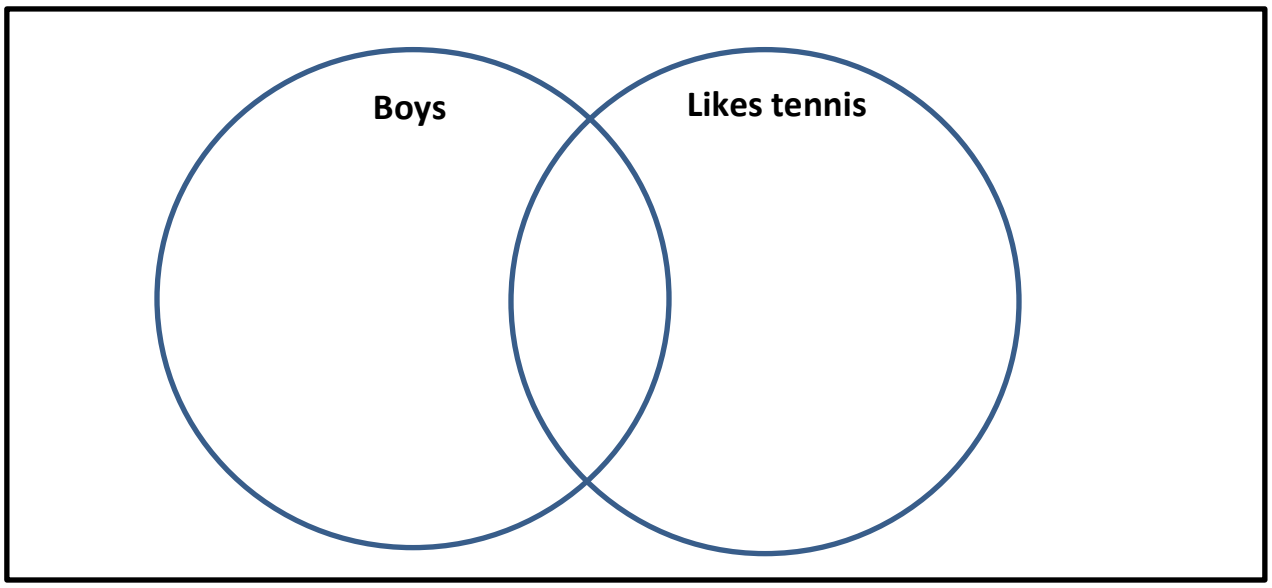
There are 2 different ways to solve this puzzle.

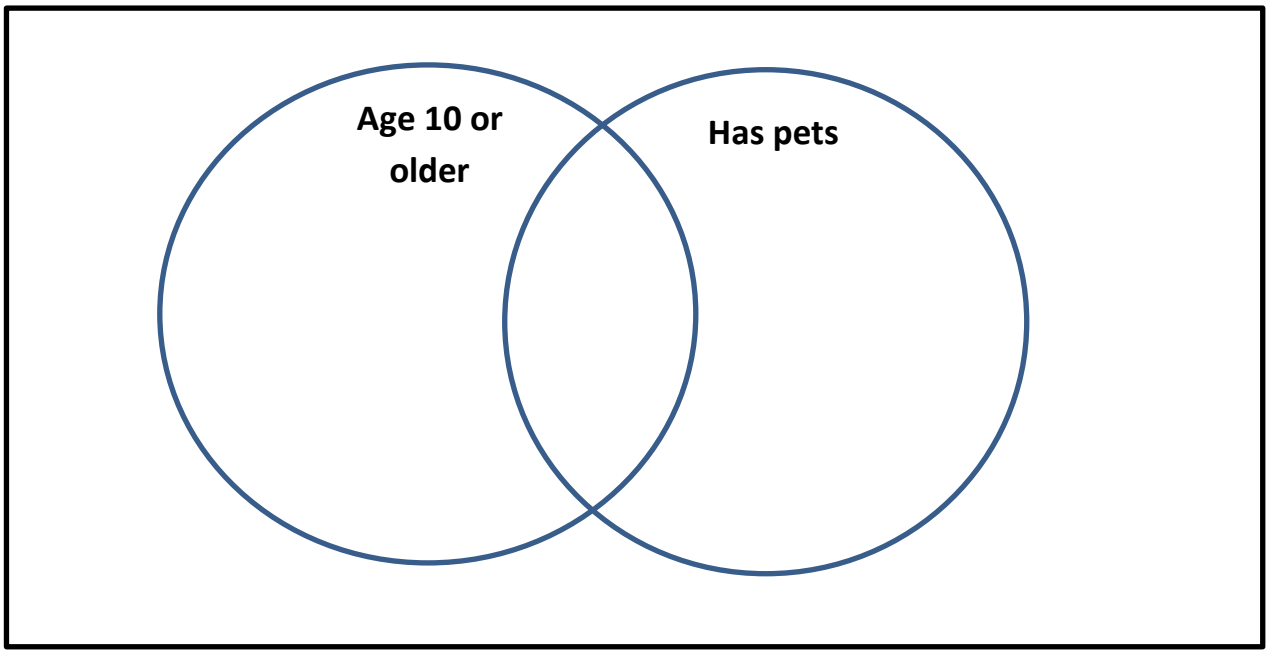
Can you find them both?

VENN DIAGRAMS SHEET 3

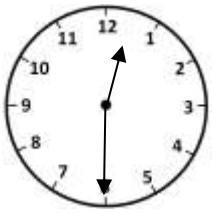
Use the information in the table to fill in both Venn diagrams.

Name	Dan	Anna	Seb	Rosie	Jamie	Megan
Boy/Girl	Boy	Girl	Boy	Girl	Boy	Girl
Age	11	9	12	8	9	9
Likes tennis	yes	no	yes	yes	no	no
Has pets	no	yes	yes	no	no	yes





MENTAL MATH SHEET A6

1)	4 + 7 + 6	
2)	Subtract 3 from 15	
3)	How many 2s make 12?	
4)	300 + ___ + 4 = 354	
5)	How much money? 	
6)	What is the next number? **58, 60, 62, 64, 66, 68, ___**	
7)	What number is 10 more than 39?	
8)	5 x 2 = 7 + ___	
9)	How many minutes in quarter of an hour?	
10)	What is the time? 	
11)	1 pound = 16 ounces. How many ounces in 2 pounds?	
12)	2 dimes + 4 nickels	
13)	The date is 6th March. What will the date be in 3 months' time?	
14)	5 feet = ____ yards _____ feet	
15)	Which of these numbers is even? **47 51 76 87 93**	
16)	How many sock in 10 pairs?	

FIND THE 2D SHAPE

Find the 2D Shape is a fun geometry game which aims to get children to really look at 2D shapes to spot some of their properties.

Level of difficulty: ❶

Number of players: 2-3

Learning: properties of 2D shapes; number of sides, polygons, right angles, quadrilaterals

You will need:

- 1 dice
- Each player will need about 12 counters of their own color.

Instructions

- Player 1 rolls the dice and looks at the table on the Find the 2D Shape board to tell them what shape property to find.
- Player 1 must place a counter on a shape which matches the property they need.
- If Player 1 is unable to match a property, or makes a mistake with their shape, then they do not place a counter.
- Player 2 (and any other players) repeat this.
- Players can only place a counter on a shape which does not already have a counter on.
- The winner is the player who has placed the most counters when all the shapes have been covered up.

Example:

Player 1 rolls a 1 and covers up the square in the bottom row.

Player 2 rolls a 3 and covers up the rectangle in the second row.

Variations

- Alternative playing strategy:
    - Each player is able to place their own counter on any shape, even if another player has already placed a counter on it. The winner is the first player to place all 12 counters.

Note:

1) A polygon is a 2d shape made out of straight sides, so circles, ellipses etc. are not polygons.

2) Squares are a special type of rectangle with equal sides.

FIND THE 2D SHAPE

1	2	3	4	5	6
a quadrilateral	a triangle	a rectangle	a shape with at least one right angle	not a polygon	a shape with more than 4 sides