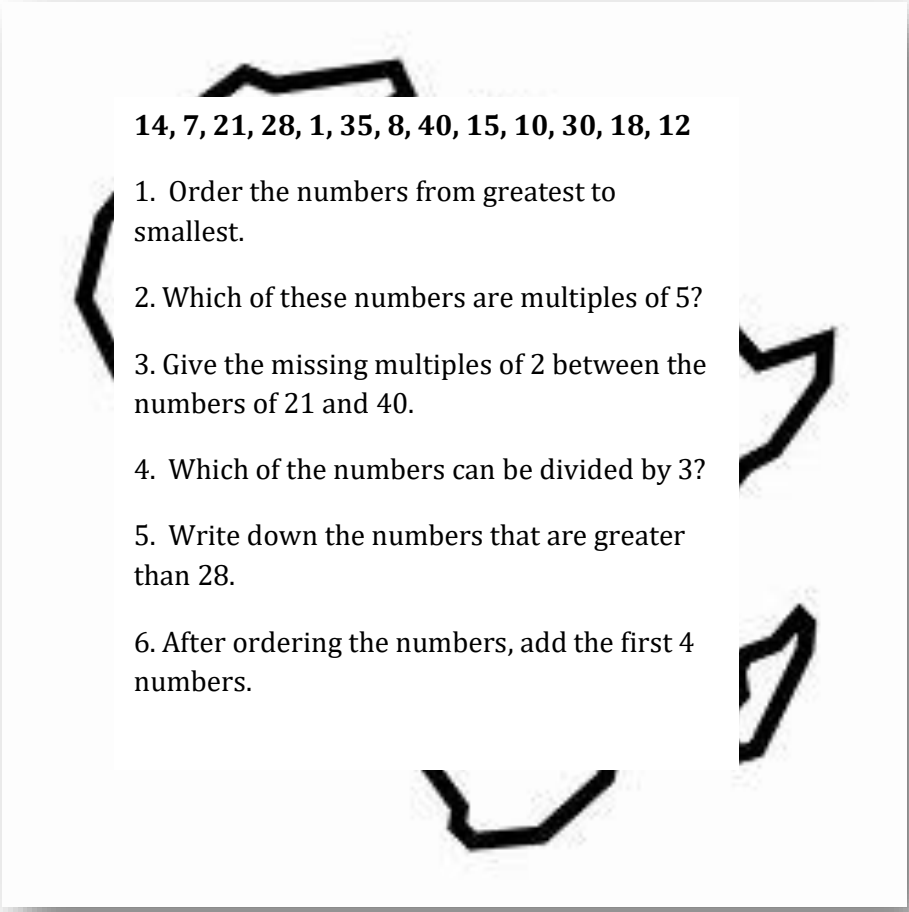
QUESTION 1

Draw a line from Column A to the correct answer in Column B.

COLUMN A	COLUMN B
52	10 X 3 + 2 X 3
75	5 X 10 – 5 X 5
36	2 X 5 + 4 X 5 + 22
48	5 X 5 + 5 X 5 + 2 X 5 - 2
25	10 X 5 + 4 X 5 + 1 X 5
64	10 X 4 + 2 X 2 +4
58	3 X 10 + 3 X 10 +2 X 2

QUESTION 2



14, 7, 21, 28, 1, 35, 8, 40, 15, 10, 30, 18, 12

1. Order the numbers from greatest to smallest.

2. Which of these numbers are multiples of 5?

3. Give the missing multiples of 2 between the numbers of 21 and 40.

4. Which of the numbers can be divided by 3?

5. Write down the numbers that are greater than 28.

6. After ordering the numbers, add the first 4 numbers.

QUESTION 3

Write which animal is **smaller than** or **greater than, FROM THE TWO GROUPS BELOW:**

Group A

Group B

1. Warthog _____ Okapi
2. Gemsbok _____ Springbok
3. Fox _____ Leopard
4. Elephant _____ Camel
5. Rhinoceros _____ Eland
6. Lemur _____ Zebra
7. Lion _____ Crocodile
8. Which of these two groups has the fastest animal?

GAME 1

Anovuyo and Siphosethu want to travel through Africa. Help them to realise their dream.

1. If they travel from South Africa straight up to Libya, through how many countries do they travel?

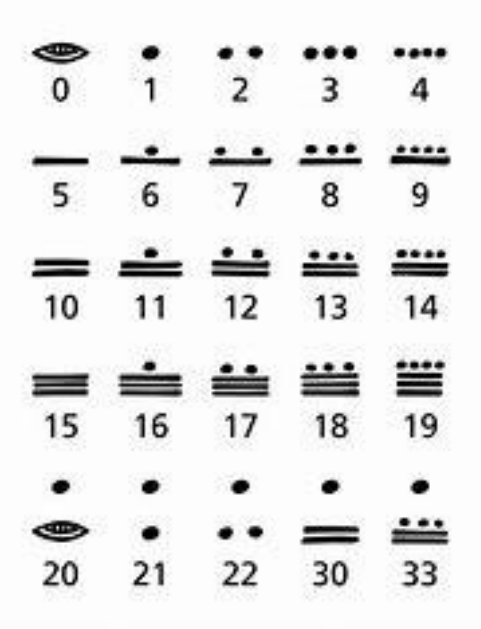
2. Name all these countries.

3. If they want to travel from South Africa, through Mozambique, along the coast to Libya, through which countries will they travel?

4. Name all the countries that are coloured in green.

5. Which are the two biggest countries in Africa?

6. Use this map to make your own travel arrangements. Write down where you want to go to. Show on the map how you are going to get there. Colour the countries in that you are travelling through.



Use these Mayan hieroglyphics to write down your answer:

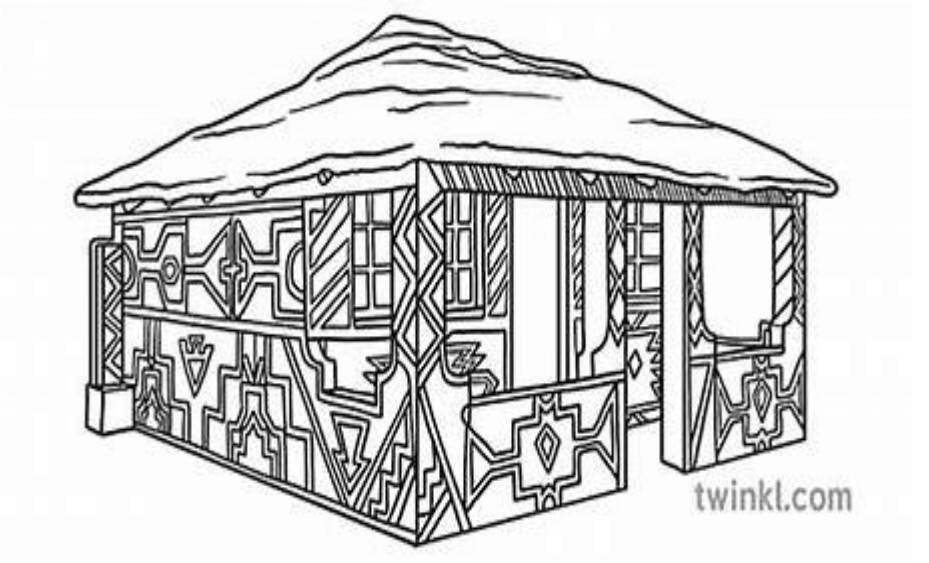
1. 7 + 2 =
2. 10 + 10 =
3. 6 + 9 =
4. 22 – 10 =
5. 2 x 6 =
6. 33 – 13 =
7. 2 x 5 =
8. 8 + 9 =
9. 3 x 10 =
10. 19 + 2 =
11. 3 x 4 =
12. 15 – 3 =
13. 1 x 10 =
14. 20 – 6 =
15. 5 x 6 =
16. 4 x 4 =
17. 2 x 2 =
18. 5 x 5 =

Anovuyo and Siphosethu travel with their parents to this Ndebele house in Gauteng.

1. Choose one of the patterns painted on the house, draw it and name the pattern.

2. Write down the colours used on the walls of this house.

3. They charge R4.50 per child and R10.00 per adult to visit this Ndebele village. If Anovuyo and Siphosethu are accompanied by their parents, their older brother, and their grandmother, how much will they need to pay to visit the Ndebele village?
4. They want to buy a poster to colour in. The poster costs R7.00; the colour pencils are R5.00 and the frame is R12.00. Work out the cost of all these items.
5. Colour this in, using your own colours for the house.



6. If you can sell the poster for R40, would you make a profit or a loss, after buying everything in number 5?

GAME 2: GAME CARD

1	**2**	**3**	**4**	**5/A**	**6**	**7**	**8**	**9**	**10**
11/G	**12**	**13**	**14**	**15/F**	**16**	**17**	**18/E**	**19**	**20**
21	**22**	**23/B**	**24**	**25**	**26**	**27**	**28/C**	**29**	**30**
31/K	**32**	**33**	**34**	**35/L**	**36**	**37/H**	**38**	**39/J**	**40**
41	**42**	**43/D**	**44**	**45**	**46**	**47**	**48**	**49**	**50**

To play this game we are using mathematics given to each number on the game card to answer. If there are a letter next to the number use the flash cards of nocturnal animals to score extra points. The group that scores the most points are the winners. The flash cards will have capital letters on, that correspond with the capital letters on the score card. If there are not a flash card letter the group scores 3 points for the correct answer of the sum given. Then the next group get a chance.

If there is a letter and the group can answer what nocturnal animal it is, they score an extra 5 points. If their answer is incorrect the opposite group can take a chance if they want, but if the answer is incorrect they lose 2 points. If the opposite group answers correctly they can score an extra 3 points.

To start the game one learner in the group throws a dice. They then move their piece to the number on the board indicated by the dice. They first have to answer the sum given at that number that correspond to the number on the board. If correct they score 3 points, and if there is a letter, they may answer the flash card question for an additional 5 points. If they don't want to answer, the opposite team can try. If they answer incorrectly they lose 2 points.

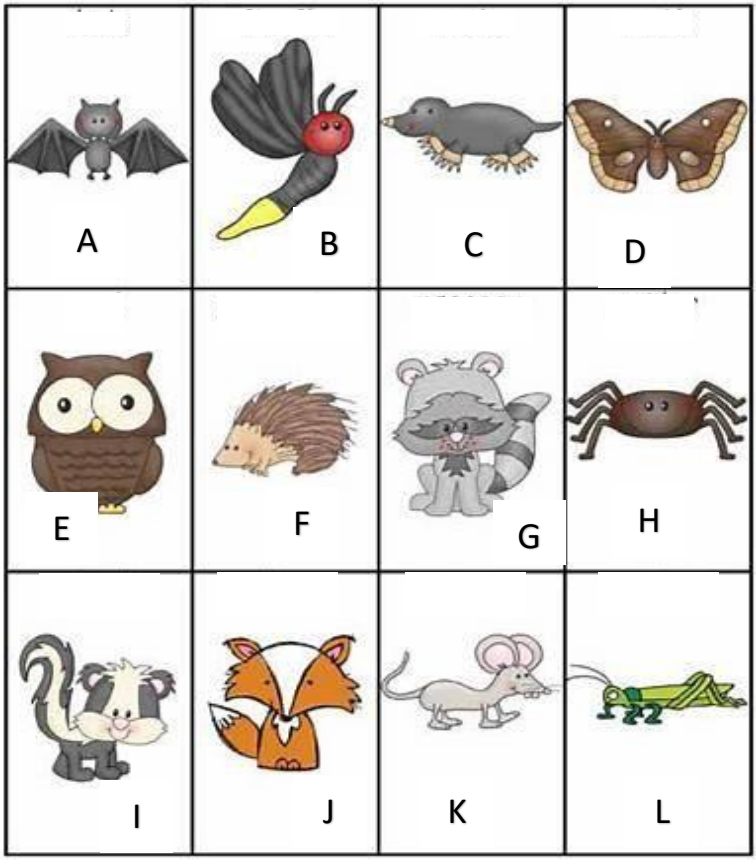
SCORE CARD

GROUP	POINT FOR THE SUM	POINT FOR THE ANIMAL	POINTS DEDUCTED

SUMS ACCORDING TO NUMBERS

1. **5 + 6 + 7**	2. **12 – 3 + 5**	3. **11 + 11 – 3**
4. **2 X 4 + 4**	5. **3 X 5 + 6**	6. **15 – 3 + 7**
7. **20 + 2 + 5**	8. **13 – 4 + 9**	9. **30 + 2 – 8**
10. **5 x 5 + 5**	11. **7 x 2 + 9**	12. **9 – 6 + 15**
13. **10 x 3 + 12**	14. **12 + 5 – 8**	15. **6 – 2 + 25**
16. **5 x 7 + 30**	17. **15 + 15 + 9**	18. **4 x 10 + 13 - 12**
19. **50 + 6 – 15**	20. **45 + 12**	21. **63 – 12**
22. **64 + 5 + 6**	23. **27 – 9 + 3**	24. **55 – 10 + 3**
25. **62 – 9 + 3**	26. **41 – 10 + 9**	27. **39 + 5 + 6**
28. **75 – 10 – 52**	29. **37 + 9 + 12**	30. **10 X 6 + 6**
31. **80 – 20 – 10**	32. **69 + 10 – 5**	33. **48 + 20 – 10**
34. **61 – 12 + 4**	35. **23 + 23 + 23**	36. **12 – 9 + 2**
37. **53 – 3 + 12**	38. **10 X 5 X 1**	39. **50 – 30 + 20**
40. **71 + 9 – 30**	41. **23 + 26 + 21**	42. **75 – 15**
43. **80 – 30 – 30**	44. **65 + 5 – 20**	45. **13 + 15 + 10**
46. **19 + 21 +30**	47. **35 – 13 + 7**	48. **2 X 3 X 5**
49. **56 + 4 – 14**	50. **6 X 4 + 20**	

Nocturnal Animal Words



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A. BAT **B. FIREFLY** **C. MOLE** **D. MOTH**

E. OWL **F. PORCUPINE** **G. RACCOON** **H. SPIDER**

I. SKUNK **J. FOX** **K. MOUSE** **L. CRICKET**

GAME 3

Colour in these animals and sell the picture to your family.

Complete the table, if each learner could sell their picture to someone in the family for R2.00.

Learner	1	2	3	4	5	6	7	8	9
Total R									

1. If 20 learners sold their pictures, how much money would the class have altogether?

2. The class decides to go out for an ice cream which costs R3.00 per ice-cream. There are 26 learners in the class, if 20 learners each paid their R2.00, for selling their picture, will there be enough money to buy each learner an ice cream?

3. If they do not have enough money, how much would they still need?

4. A parent donated R53.00 to buy ice-creams for the class. Will there be any change after buying ice creams for 26 learners?

5. The learners left school at 10.45, they were away for 2 hours and 15 min. What time did they get back to school?

6. Draw the time they left on the watch given here.