

Double Agent

Australian Curriculum Links

Yr 2: (ACMNA030) Solve simple addition problems using a range of efficient mental strategies.

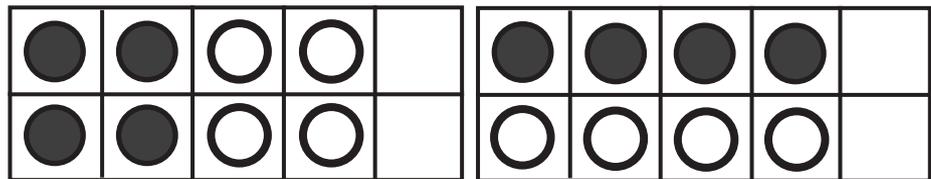
Yr 3: (ACMNA055) Recall addition facts for single-digit numbers.

Yr 3: (ACMNA056) Recall multiplication facts of two ...

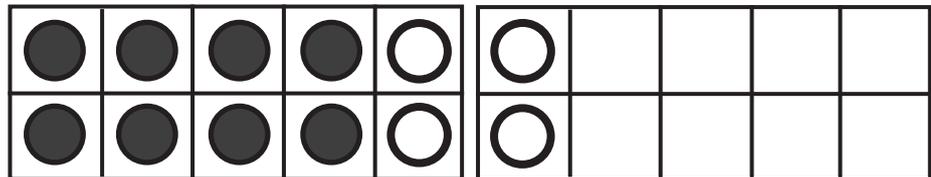
Teachers Notes

Double Agent has been designed to reinforce the doubles facts above and help children learn new doubles facts:

- $4 + 4$
- $6 + 6$
- $7 + 7$
- $8 + 8$
- $9 + 9$



A fact such as $4 + 4$ may be modelled on a ten frame (See above.). The left ten frame has been filled in a pair-wise manner and clearly shows two distinct subitising patterns for 4. The model on the right depicts $4 + 4$ in a different way. Notice how in both cases two different coloured counters have been used. Children should be discouraged from counting, but rather use clues from the ten frame 'such as the answer is two less than ten'. In this way 6 and 6 may be seen as 10 and 2.



Monitoring the Play

One player may be allocated the role of 'The Chief' and is in charge of checking all calculations.

Game Management

To help keep track of gadgets collected, cut the following tokens out and use them during play.

GADGET								
GADGET								
GADGET								
GADGET								

Top Secret: Mission Brief	
$0 + 0 = 0$	$2 \times 0 = 0$
$1 + 1 = 2$	$2 \times 1 = 2$
$2 + 2 = 4$	$2 \times 2 = 4$
$3 + 3 = 6$	$2 \times 3 = 6$
$4 + 4 = 8$	$2 \times 4 = 8$
$5 + 5 = 10$	$2 \times 5 = 10$
$6 + 6 = 12$	$2 \times 6 = 12$
$7 + 7 = 14$	$2 \times 7 = 14$
$8 + 8 = 16$	$2 \times 8 = 16$
$9 + 9 = 18$	$2 \times 9 = 18$