


Sample Lesson Plan: Introducing Arrays (Year 2)



Aim: Understand that multiplication is commutative e.g., $4 \times 3 = 3 \times 4$ I am learning to solve problems using arrays.	Success Criteria: I can recognise patterns in an array.	Resources: Ten frame, dinosaurs/cubes/toys. Sumdog
	Key/New Words: Commutative, sets, groups, sharing, equally, between.	Preparation: Differentiated Sumdog challenges as required.* Selected Sumdog sample pictorial questions.

Prior Learning: Students will be familiar with counting to 20, backwards and forwards and will have started learning doubling and halving.

Learning Sequence

Starter	Students choose toys across the classroom and are asked to put them into a ten frame. Students create their own arrays and count how many they have. Using Sumdog sample questions pictorial representations of arrays are shown, with students counting columns and rows.
Main Activity	Key questions are posed as students develop their metacognition and understanding. Are 2 lots of 5 dinosaurs the same as 5 lots of 2 dinosaurs? You have 6 rows of 2 cubes, how many do you have altogether? The differentiated Sumdog challenge can then take place using Sumdog skill 2.n.md.4.* 3 groups of 5 
Plenary	Sumdog custom test set to formatively assess understanding of content and inform next teaching.* Students are encouraged to plant an array in the Sumdog garden of plants as a home learning challenge.

Please note that Premium features referenced in this framework are indicated with an asterisk (*).