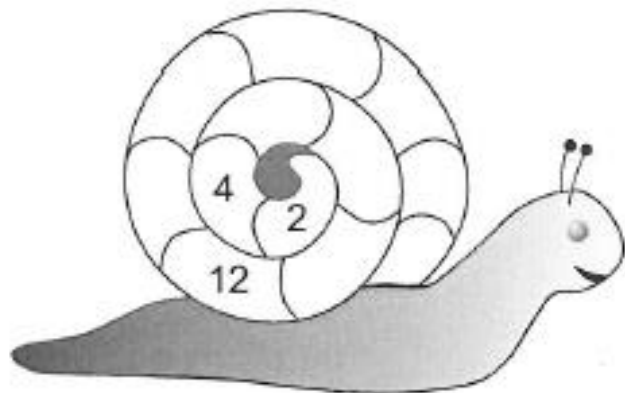
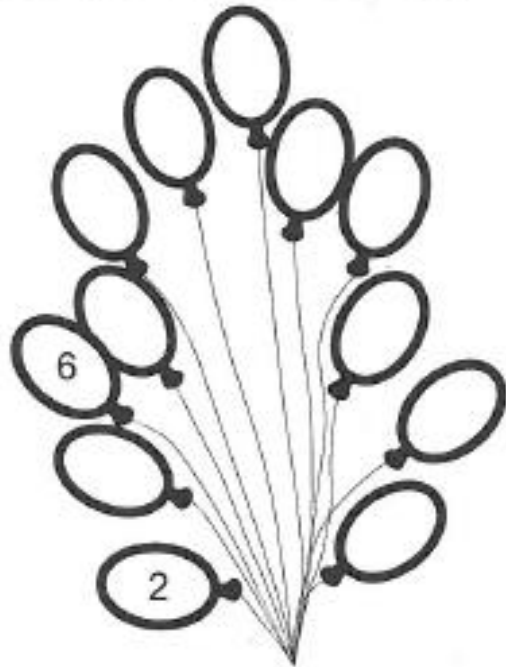


2 Times table

Continue the jumping in $\boxed{2}$'s pattern.



Match the multiples of $\boxed{2}$

2 x 10 2 x 3 6 14
2 x 6 18
2 x 7 2 x 9 10 20
2 x 5 8
2 x 4 2 x 8 12 16

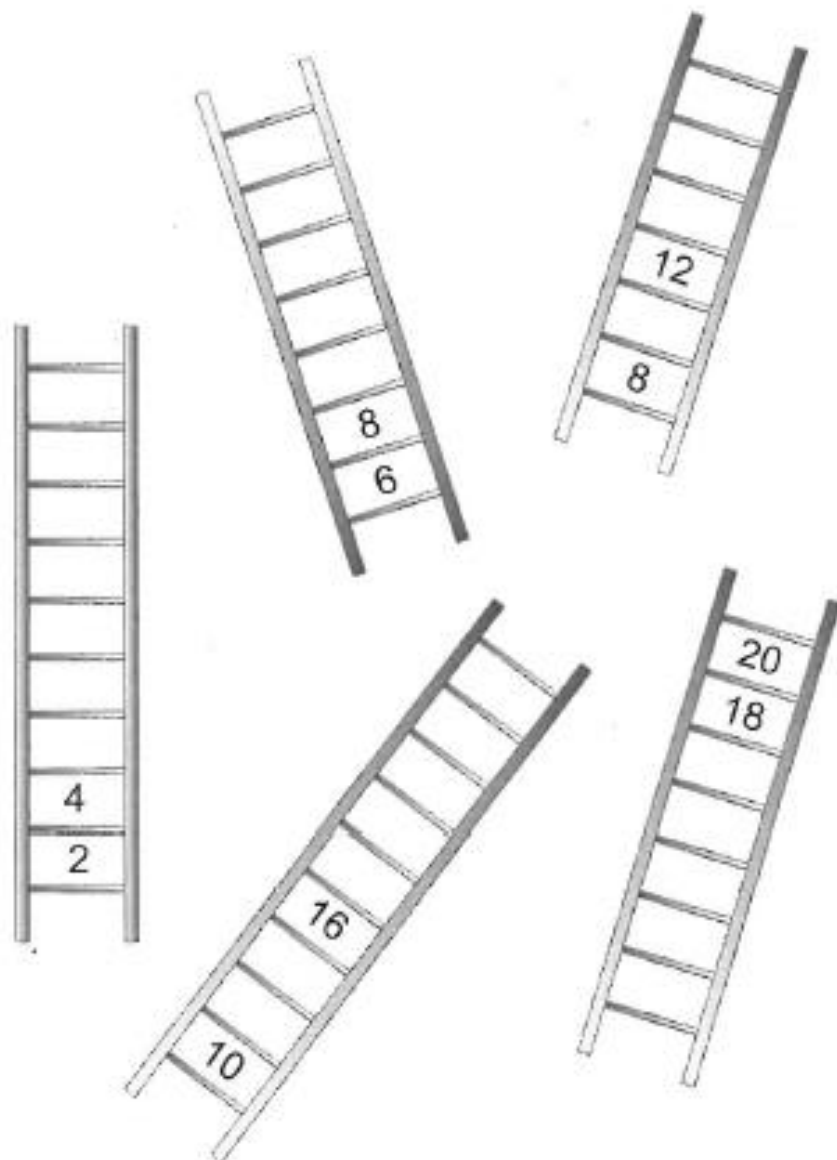
Mark the test paper

- | | |
|------------------------|------------------------|
| 1. $2 \times 6 = 12$ ✓ | 6. $2 \times 8 = 20$ |
| 2. $2 \times 7 = 16$ ✗ | 7. $2 \times 4 = 8$ |
| 3. $2 \times 5 = 10$ | 8. $2 \times 9 = 18$ |
| 4. $2 \times 3 = 6$ | 9. $2 \times 2 = 6$ |
| 5. $2 \times 10 = 16$ | 10. $2 \times 11 = 22$ |

2 Times table

Use the multiples of 2.

Fill in the steps on each ladder.



Complete the 2 times table.

$2 \times 1 = 2$

$2 \times 7 = \square$

$2 \times 2 = 4$

$2 \times 8 = \square$

$2 \times 3 = \square$

$2 \times 9 = \square$

$2 \times 4 = \square$

$2 \times 10 = \square$

$2 \times 5 = \square$

$2 \times 11 = \square$

$2 \times 6 = \square$

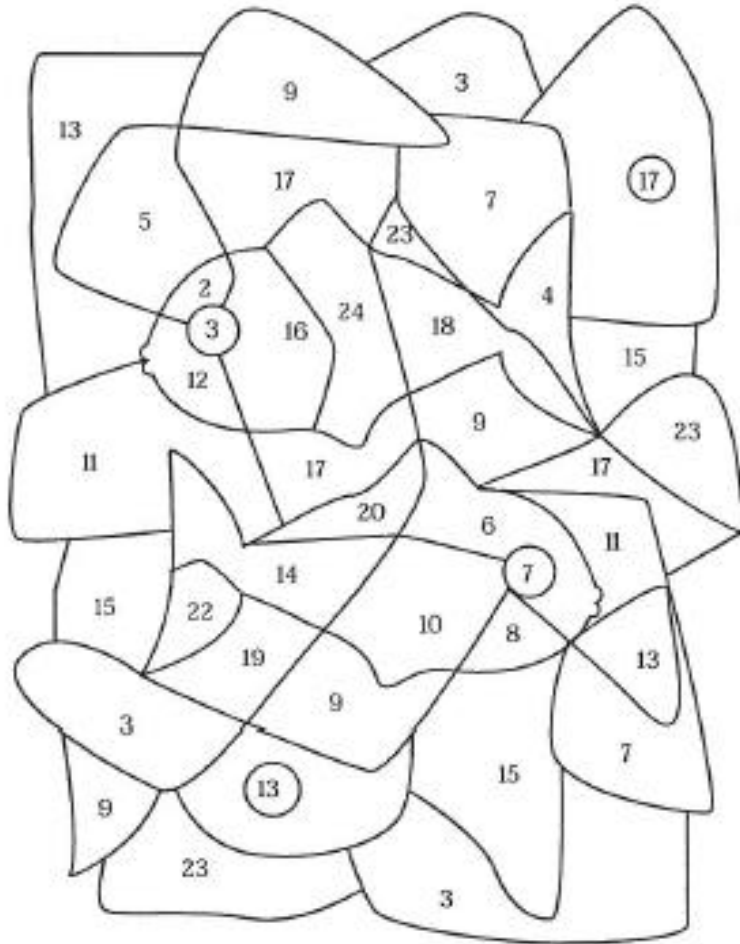
$2 \times 12 = \square$

Shade all the multiples of 2.

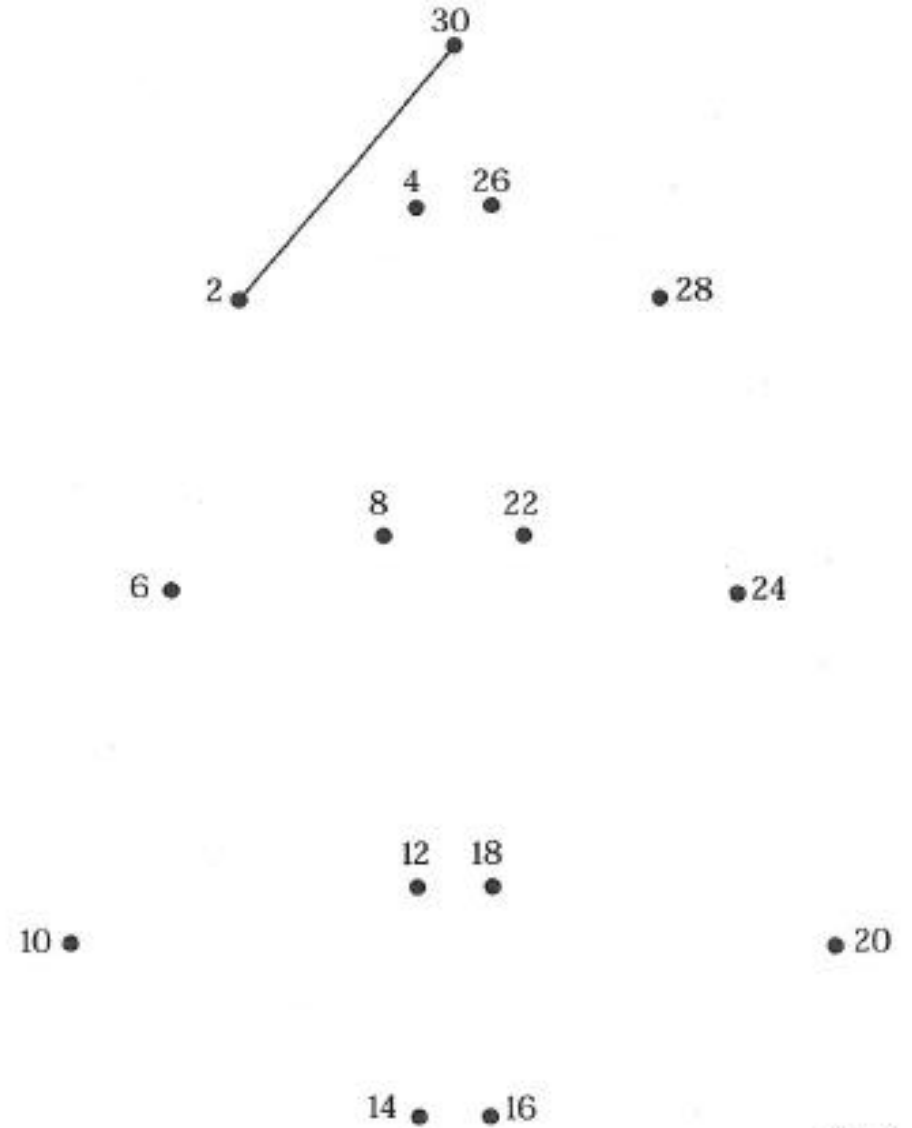
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

2 Times table

Shade each region which is a multiple of **2**.



Join up the multiples of **2** in order.



2 Times table

Cards that you can use for various games such as Pelmanism (pairs), snap, matching etc.

0×2	0	7×2	14
1×2	2	8×2	16
2×2	4	9×2	18
3×2	6	10×2	20
4×2	8	11×2	22
5×2	10	12×2	24
6×2	12		