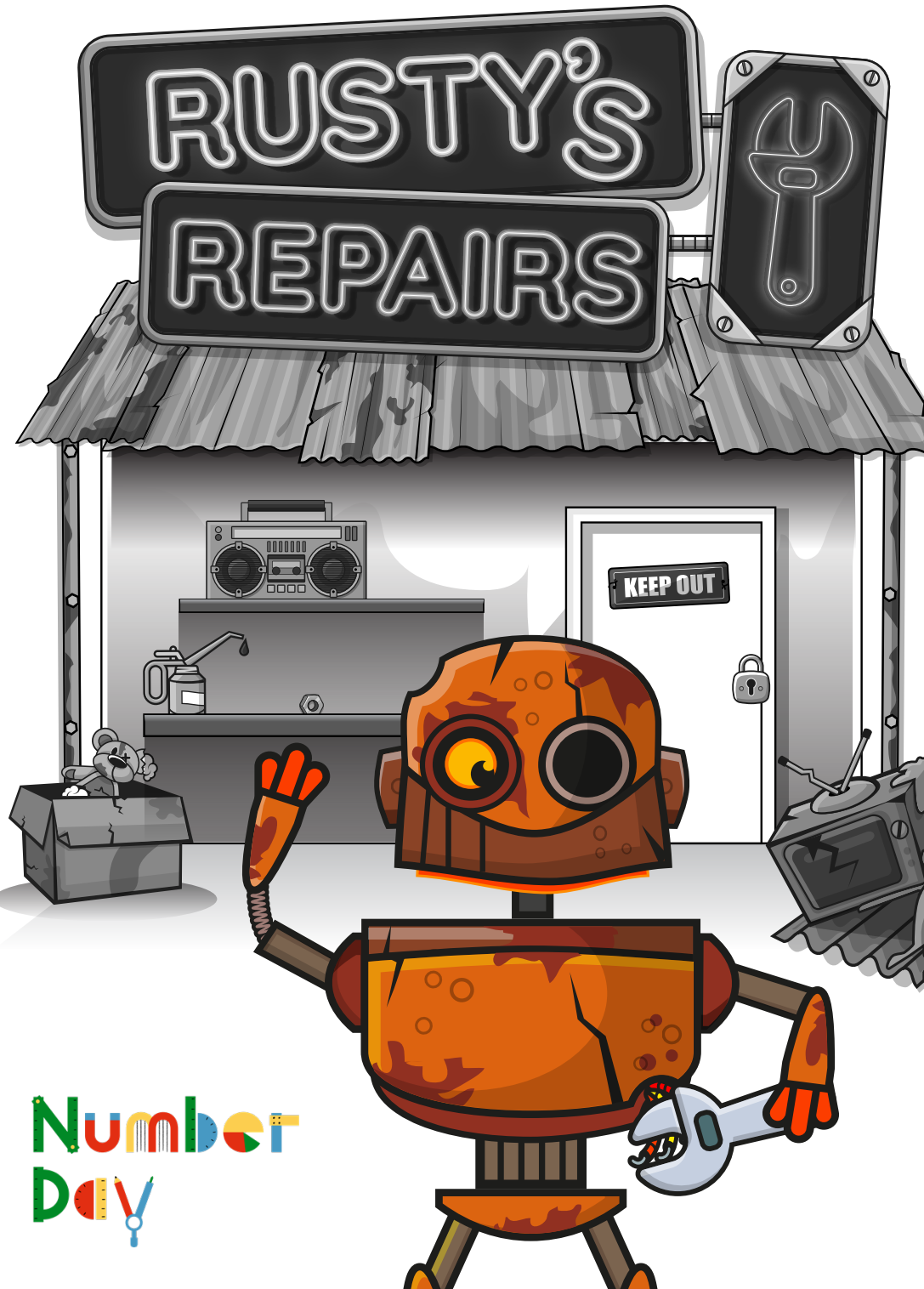




COUNTING IN 2s & 6s

It was a busy night in Rusty's Repair Shop, deep in the heart of the Scrapheap, when the doors swung open with a loud BZZZT! In stumbled HippyBot, RaceBot, and a slightly sparking GamerBot, looking more confused than usual.

"Help, Rusty!" HippyBot beeped.

"Our circuits are all scrambled!" groaned RaceBot.

"My number scores are glitching!" added GamerBot.

"I can't level up!"

Rusty took one look and gasped. **"Missing numbers... tangled sequences... a total number meltdown! We need help - fast!"**

INSTRUCTIONS TO STUDENTS:

Rusty and the Bots need your help! Can you complete the number patterns and repair the circuits?

LEARNING FOCUS:

- Skip counting in 2s and 6s
- Identifying and completing number patterns
- Building fluency in mental maths



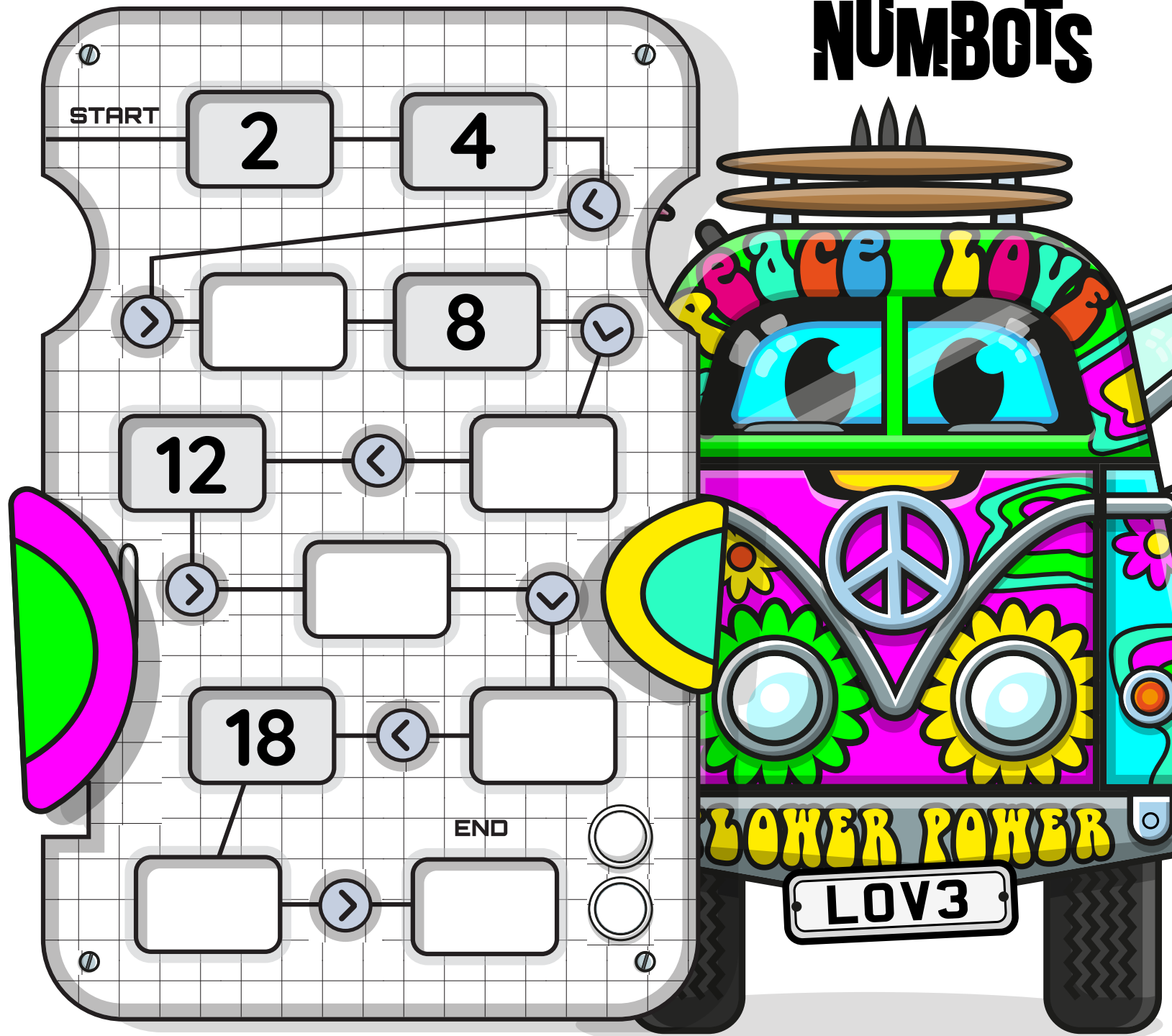
Help fix HippieBot

COUNTING UP IN

2s

CIRCUIT ROUTE

**Help HippieBot
finish their
number sequence!
Count up in 2s to
power it up:**



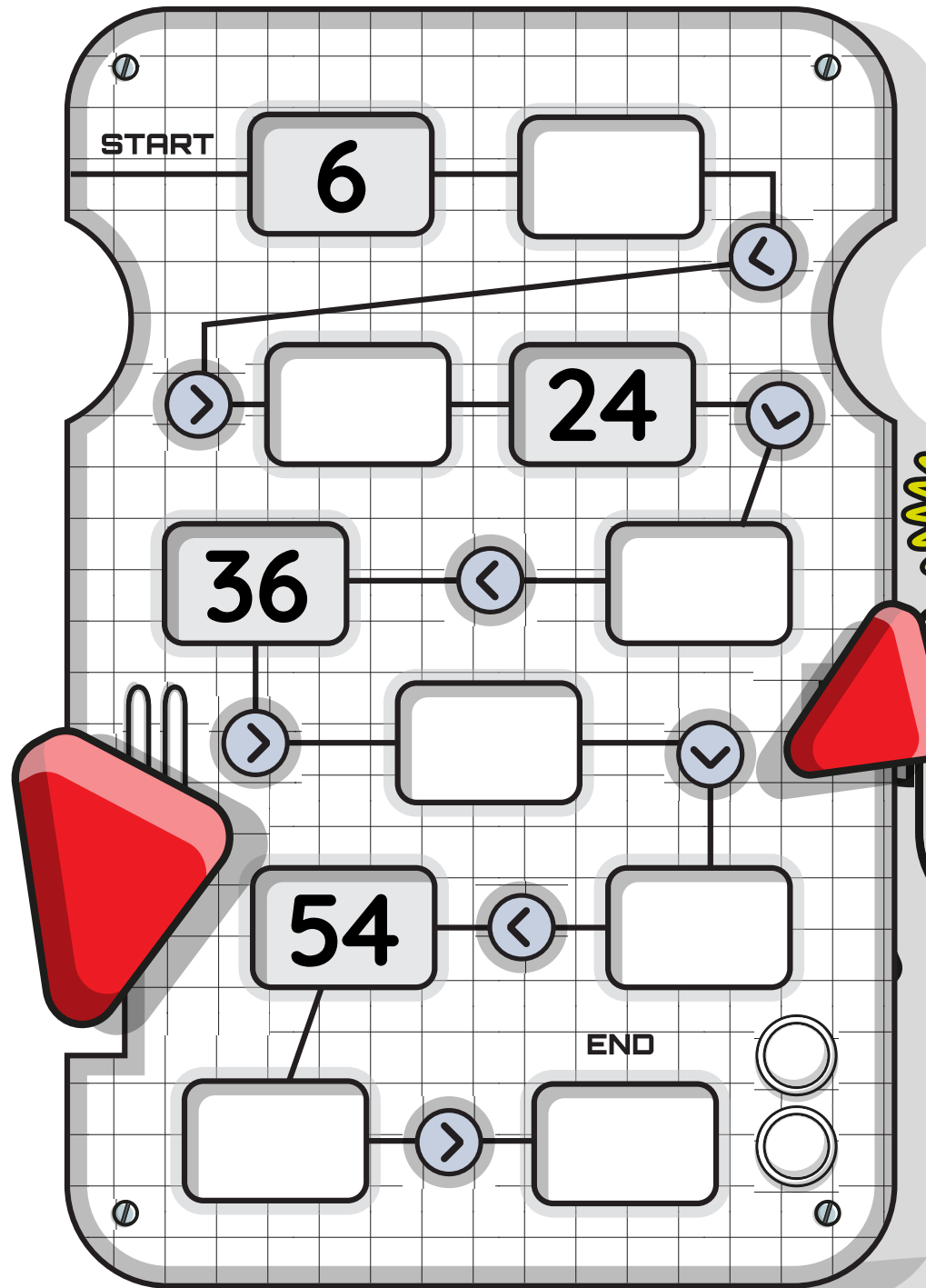
Help fix RaceBot

COUNTING
UP IN

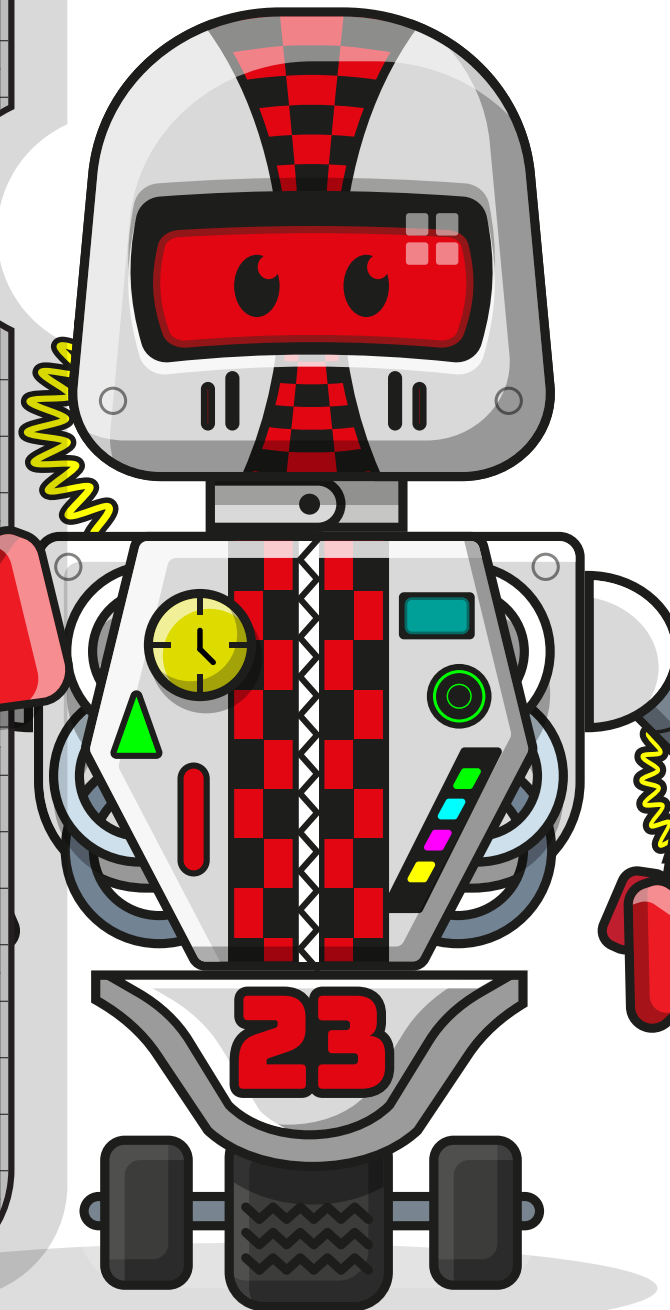
6s

CIRCUIT
ROUTE

RaceBot lost some
numbers in their
circuit. Count up in
6s to reconnect
the power:



NUMBOTS



COUNTING BACKWARDS IN 2s

Number Day

The image features a cartoon robot character on the right side, designed to look like a video game controller. Its head is a black controller with a yellow screen showing two large, black, stylized eyes. The robot's body is a small, tan-colored box with a screen displaying a colorful, pixelated landscape with a yellow sun, green hills, and a blue sky. The robot has a green button on its left side and a red button on its right side. It is standing on a grey, pixelated base.

On the left side, there is a large, stylized number line on a grid background. The number line starts at 18 and ends at 2. The numbers are arranged in a zig-zag pattern: 18, 14, 10, 6, 2. There are empty boxes for numbers between the main numbers: an empty box between 18 and 14, an empty box between 14 and 10, an empty box between 10 and 6, and an empty box between 6 and 2. Arrows indicate the direction of the number line: a right arrow between 18 and the first empty box, a left arrow between the first empty box and 14, a right arrow between 14 and the second empty box, a left arrow between the second empty box and 10, a right arrow between 10 and the third empty box, a left arrow between the third empty box and 6, a right arrow between 6 and the fourth empty box, and a left arrow between the fourth empty box and 2. The word "START" is at the beginning of the line, and "END" is at the end.

EXTEND & CHALLENGE

EXTENSION - DESIGN YOUR OWN RUSTY CIRCUIT:

- Choose a number to count in (2, 5, 10, or even 6!)
- Draw a circuit of at least 10 numbers with some missing
- Swap with a partner and try to solve each other's circuits!

CHALLENGE QUESTIONS (OPTIONAL):

- How many times do you have to count in 2s to reach 26?
- What is the 5th number in the 6s pattern?
- Can you find a number that's in both the 2s and 6s patterns?

