

Skip counting by twos introduction

1 Five numbers cycling, and a longer wait for the tens to change

Follow the rule on the chart mat: start at 0, and place a counter on every second number.

"Follow the rule with me. Start at zero, mark every second number: zero, two, four, six, eight, ten, twelve."

Ask what is happening in the ones place before revealing anything.

"Look at the ones digit each time. What numbers keep appearing? How many different ones are there?"

Reveal the pattern: the ones digit cycles through five numbers — 0, 2, 4, 6, 8 — before the tens digit finally changes.

"There are five numbers taking turns in the ones place: zero, two, four, six, eight. It takes five jumps before the tens number changes."

Follow the same rule on the mat starting at 1 instead, using a different coloured counter — an odd number this time.

"Now start at one and mark every second number. What five numbers show up in the ones place this time?"

Compare the two versions — starting even versus starting odd.

"Starting at zero gave us the even ones digits. Starting at one gave us the odd ones digits. Either way, it still takes five jumps before the tens number changes."

Show a common mistake: assuming the tens digit changes every second jump, the way it did with fives. Check it by actually counting the jumps.

"Someone said the tens number changes every second jump, like it did with fives. Let's check with twos — count the jumps. How many does it really take before the tens number changes here?"

Number chart mat – demonstration

Use real counters in a different colour for each starting number, to mark and compare sequences on this mat.

0	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	101	102	103	104	105	106	107	108	109	
110	111	112	113	114	115	116	117	118	119	120