

Title: Fun with Adding and Taking Away! (Grade 2 Mathematics) Instructions (with audio option): "Hello friends! Look at the pictures, drag the correct answers, and try your best. You can listen to the questions if you want."

1. Drag-and-drop matching (interactive pictures)

Match the picture story to the correct number sentence (drag numbers/symbols). •Picture of 7 red apples + 5 green apples → drag to " $7 + 5 = 12$ " •Picture of 15 balloons with 6 flying away → drag to " $15 - 6 = 9$ "

(3–4 items).

2. Multiple-choice with images (clickable)

Count the toys: There are 8 cars and 4 more arrive. How many cars now?

A) 10 B) 12 C) 14 D) 11

(Picture of cars provided; auto-feedback explains " $8 + 4 = 12$ ").

3. Fill-in / type the answer with number line support

Use the number line (interactive or pictured) to solve: $9 + 6 = \underline{\quad}$

Then $14 - 5 = \underline{\quad}$

4. True/False with audio support

Listen (or read): "If I have 11 sweets and I eat 3, I have 7 left." True or False? (Click True/False buttons; picture of sweets).

5. Word problem (drag-and-drop objects + type answer)

Sipho has 10 crayons. He gives 4 to his friend. How many does he have left?

Drag crayons into a "give away" box, then type the answer.

6. Simple data handling / pattern extension (quick interactive)

Continue the pattern by dragging the next picture: 2 birds, 4 birds, 6 birds, ____ Include 8–12 short items total so it takes 10–15 minutes. Add immediate feedback messages ("Great counting!" or "Try again – count carefully") and a final score/summary page. Use bright colours, large fonts, and simple language. This keeps 21st-century skills alive: digital navigation, problem-solving, visual literacy, and self-paced learning.