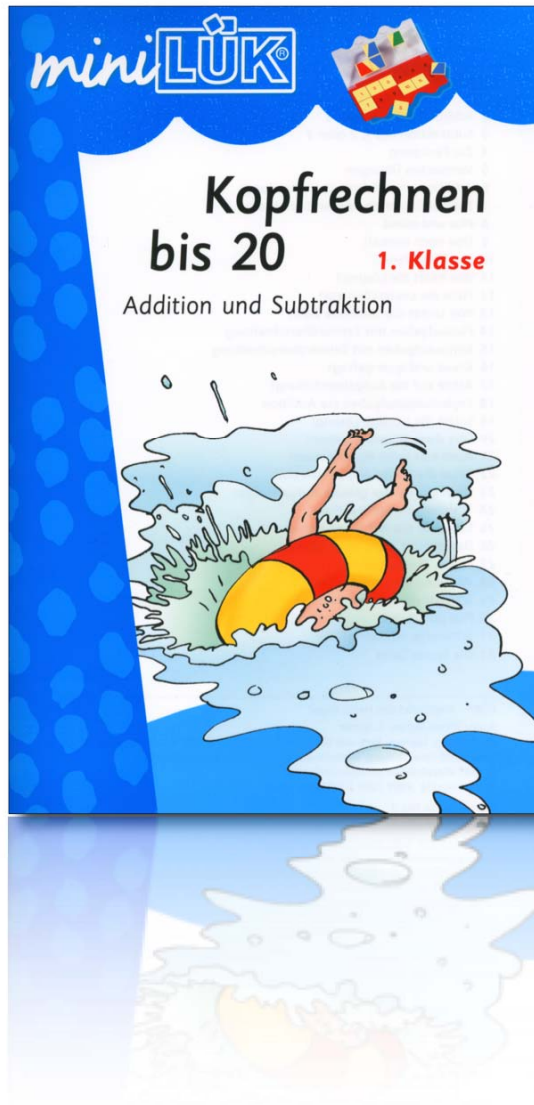





Mental Arithmetic 2



How to Use miniLUK Controller:

1. Place miniLUK Controller alongside the workbook (not on top of the workbook).
2. Open miniLUK Controller case and place all 12 tiles with number-side facing up on top of the upper see-through lid. The black number 1 to 12 printed on the bottom half of the controller case is where to place the tiles based on the answers.

Example: Please see Page 2

1. Pick up tile  and refer to exercise no.  on page 2.
2. Answer the question: $11 + 3 = ()$. The answer is 14.
3. From the table next to the exercises, locate 14 on the left column. Look up the number on the right column, which is 11.
4. Place tile  on the number 11 block at the bottom half of the controller case.
5. Repeat the same step to finish all 12 exercises.
6. Close the controller case, flip it over so the back red side facing up, then open the red side again.
7. Compare the pattern to see if all questions were answered correctly.

Workbook Contents Translation

All exercises need to use the look-up table to find the correct answer pattern.

Page 2 to 5: Add or Subtract up to 3

- 2 Addition
- 3 Subtraction
- 4 Addition and subtraction
- 5 Addition and subtraction

Page 6 to 9: Addition or Subtraction without carrying over or borrowing

- 6 Addition without carrying over
- 7 Subtraction without borrowing
- 8 Addition and subtraction
- 9 Addition and subtraction

Page 10 to 32: Addition or Subtraction with carrying over or borrowing

- 10 Find the missing number
- 11 Find the missing number
- 12 Find the missing number
- 13 Find the missing number
- 14 Addition
- 15 Subtraction
- 16 Addition and subtraction
- 17 Addition and subtraction
- 18 Find the missing number
- 19 Find the missing number
- 20 Find the missing number
- 21 Find the missing number
- 22 Find the missing number
- 23 Find the missing number
- 24 Find the missing number
- 25 Find the missing number
- 26 Solve the problem
- 27 Solve the problem
- 28 Solve the problem
- 29 Solve the problem
- 30 Solve the problem
- 31 Solve the problem
- 32 Solve the problem