

GRADE 2 LEARNING PACK

The Seventy-Cent Mystery

Build mathematical comprehension around change, checking and multiple strategies.

LEARN • PRACTISE • CREATE • REFLECT

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

Print. Learn. Grow.

Grown-up guide

Learning objective

Build mathematical comprehension around change, checking and multiple strategies.

Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

Read the story

PART 1

During a pretend shop game, Eli paid one euro for a pencil priced at thirty cent.

PART 2

The cashier handed back fifty cent. Eli paused because the change did not seem right.

PART 3

He counted up from thirty: forty, fifty, sixty, seventy, eighty, ninety, one hundred. The difference was seventy cent.

PART 4

The group checked using subtraction too: $100 - 30 = 70$.

PART 5

They corrected the pretend till and wrote a note: "Use a second strategy when an answer feels surprising."

How much change should Eli receive?

What first clue made him check?

How did counting up work?

What second strategy confirmed the answer?

Why is checking useful?

Try it beyond the page

Real-world / hands-on connection

Retell the story to an adult using beginning - problem/question - evidence/action - ending.

Before you finish

What did you notice?

What evidence, object or example helped you?

What would you change if you tried again?

Create something

Your project

Create a sixth scene or short response that fits the evidence and tone of the story.

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

Think deeper

1. What first clue made him check?

2. What second strategy confirmed the answer?

3. What message can you infer without pretending there is only one “correct moral”?

Quick review

1. In one sentence, explain the big idea of “The Seventy-Cent Mystery”.

2. Draw or write one example that shows you understand.

3. Choose one activity from this pack and explain the strategy you used.

4. Write one question you still have.

Answer & discussion notes

Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

1. Suggested response

Use the relevant story detail.

2. Suggested response

Use the relevant later story evidence.

3. Suggested response

Accept a reasonable inference supported by the text.

Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

My learning reflection

I finished this BrightPencil learning pack.

One thing I understand better now:

A strategy that helped me:

Something I created or noticed:

My next small question or goal:

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