

Kumon Mathematics Program

Level 2A Adding up to 10

Student Name: _____

Starting Date: _____

Completion Date: Your Child's Goal

Jan Apr July Oct
Feb May Aug Nov
Mar June Sep Dec

The goal is based upon your child's individual abilities. It takes into account the number of pages your child is currently able to complete per day and the number of repetitions necessary to ensure mastery of the worksheets.

Goals of Level 2A

Level 2A aims to further develop students' basic mental calculation skills in addition through a sequential study of adding 4 through adding 10. Students should take their time to study in order to obtain a solid foundation including good speed and accuracy.

Contents of Level 2A

Worksheet Number	Section
1 - 10	Review up to 3A
11 - 70	Adding 4 – Adding 5
71 - 130	Adding 6 – Adding 7
131 - 170	Adding 8 – Adding 10
171 - 200	Adding up to 10

Features of Level 2A

2A73a		KUMON®		2A73	
Adding 8 Part 1 (Up to 12 + 6)				Name _____	
100% 90% 80% 70% 60%				Date / /	
◆ Add.				Time : to :	
(1)		+	6 =		
(2)	3	+	6 =		
(3)	2	+	6 =		
(4)	4	+	6 =		
(5)	5	+	6 =		
(6)	7	+	6 =		
(7)	6	+	6 =		

This level can be seen as an extension of the adding exercises that began in Level 3A. Your child will add up to 10 in this level. Students should be able to add two 1-digit numbers comfortably before proceeding to Level A.

Each new section of this level should be completed within the Standard Completion Time to develop your child's ability to solve addition problems with the same addend.

Helpful Hints for Parents

If your child used his or her fingers to add in Level 3A, this habit might continue in Level 2A. Allow them to do that when necessary. If possible, encourage them to do the exercises without using the counting-up method.

Your child should be studying in a rhythmical manner to develop his or her concentration ability and work skills.

2A189b	
(11)	4 + 9 =
(12)	6 + 9 =
(13)	2 + 9 =
(14)	5 + 9 =
(15)	1 + 9 =
(16)	3 + 9 =
(17)	8 + 9 =
(18)	10 + 9 =
(19)	7 + 9 =
(20)	9 + 9 =

Instructor's Comments
