## Multiplication and Division: The Sieve of Eratosthenes

## Aim:

Establish whether a number up to 100 is prime and recall prime numbers up to 19 .

I can find all the prime numbers up to 100 .

## Success Criteria: <br> I can explain what a prime number is. <br> Resources: <br> Lesson Pack

I can use the Sieve of Eratosthenes to identify prime numbers.

## Key/New Words:

Prime number, composite number, factor, multiple, odd, even.

## Preparation:

Differentiated The Sieve of Eratosthenes Activity Sheets - one per child

## Prior Learning:

It will be helpful if the children know the multiplication facts up to $12 \times 12$ and understand the words multiple, factor and prime number.

## Learning Sequence

What Am I? Play this game as a whole class or in smaller groups. Choose a child to think of a number from 1-50,
The rest of the group try to identify the number by asking questions that can only be answered with 'yes' or 'no'
Encourage the use of the key vocabulary. As an extra challenge, the children could think of larger numbers.

## Masterit

Researchit: Encourage children to find out more about Eratosthenes. They could create a fact sheet or presentation to share with the class.
Displayit: Children make a poster of the prime numbers from 2-100 for display, including a definition of prime numbers and an explanation of how to find them.
Testit: Working in pairs, children roll two dice to generate a two-digit number. Is it a prime number or a composite number? Use The Sieve of Eratosthenes Activity Sheets to find out.

