SECTION 7

COUNTING IN 10PS AND LEARNING THE VALUE OF £1

The child needs to be able to count to 10s up to 100. If they cannot do this but they can count to ten it is not too big a step. It is easier to count in 10s up to 100 than it is to count the teen numbers.

Using R7.1 and R7.2 cut out and make a long number track of ten Numicon 10 shapes or hand prints. You will also need a stop/go spinner or die, number bag and number cards 1 to 10 from R12.4.

LEARNING THE TEN TIMES TABLE. Play the following games:

1. Take turns to spin the spinner or roll the die if it lands on "go" place a ten shape on the track, if it lands on "stop" you miss a go. First to 100 is the winner.

2. Once finished run a train or toy character down the line saying the numbers.

3. Match number cards to track 10, 20, 30 etc. Have cards in a deck face down in correct order first, progress to a random order.

4. Pick shapes out of the number bag for game 1 (you could put in some different shapes, eg some two shapes and they have to feel for the ten shape).

5. Put numbers 10, 20, 30... up the stairs along with a ten Numicon shape on each step. Going up stairs count up to 100.

6. Using your hands clap out "high ten" counting to 100 in tens.

7. Make some hand prints of ten fingers and label them with the 10 times table.

8. Practise ordering the numbers 10, 20, 30, .. with cards only first by matching a second set, eventually by ordering

independently.

9. Match written words "five, ten, etc" to Numicon track once you have finished game 1.


ACTIVITIES

1. Attach a 10p coin to each Numicon 10 shape and play the stop/go game as in 1. above to make the path up to 100. The winner gets £1.

2. Use R7.3 to count out ten 10ps. Once finished stack them into a pile and say this equals £1 and put a £1 coin in one hand and the 10p coins in your other and demonstrate how they balance.

3. Use R7.3 to R7.11 to practise making amounts 20p to 100p/£1 with 10ps. Start by ordering the A4 pages on the floor. Walk the path saying the ten times table. Stand on 10p toss a bean bag to land on a mat and make that amount with 10ps. Take turns.

4. Cover the amount on each card with a "lift the flap". Make the path again. Select a mat using a bean bag and point and count in 10s to find out how much it represents. Peep to see if correct.

5. Move the "lift the flap" to cover the coins half of the A4 page. Select a mat and use coins to count out the amount. Peep to see if correct.

6. Play shopping games with a mixture of prices including 30p, 40p, 60p etc. The coins 20p and 50p as multiples of 10p are covered in the next section. It may be best to omit 20p and 50p here as they may really want to use a whole 20p or 50p coin.
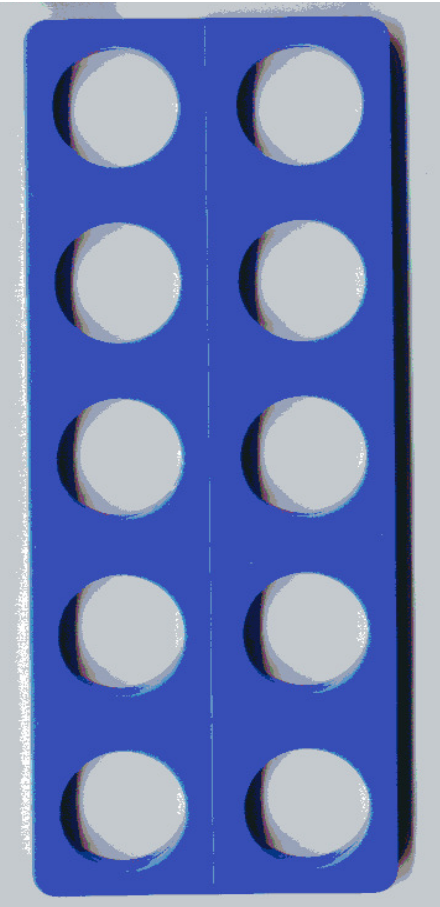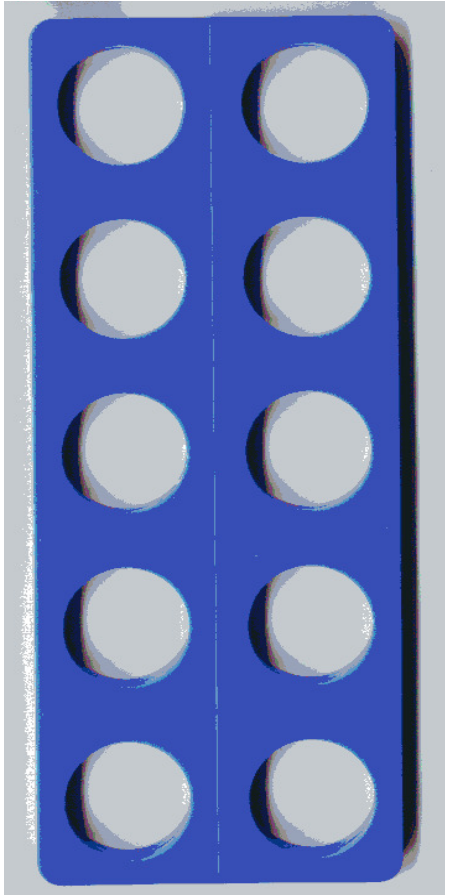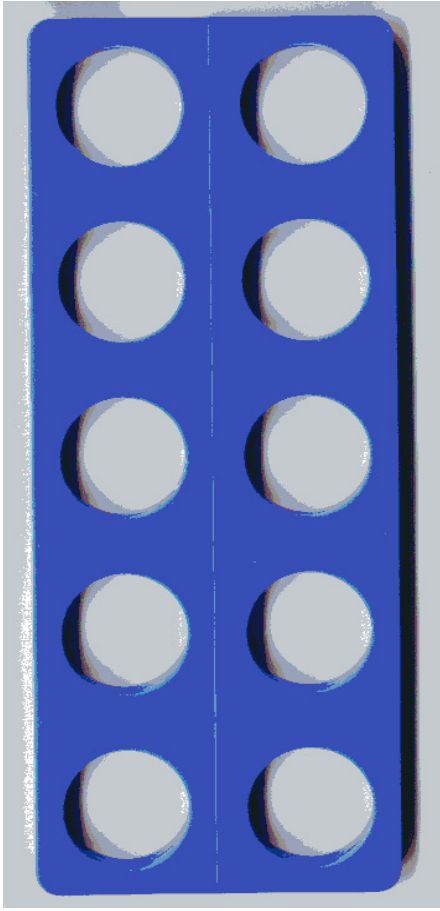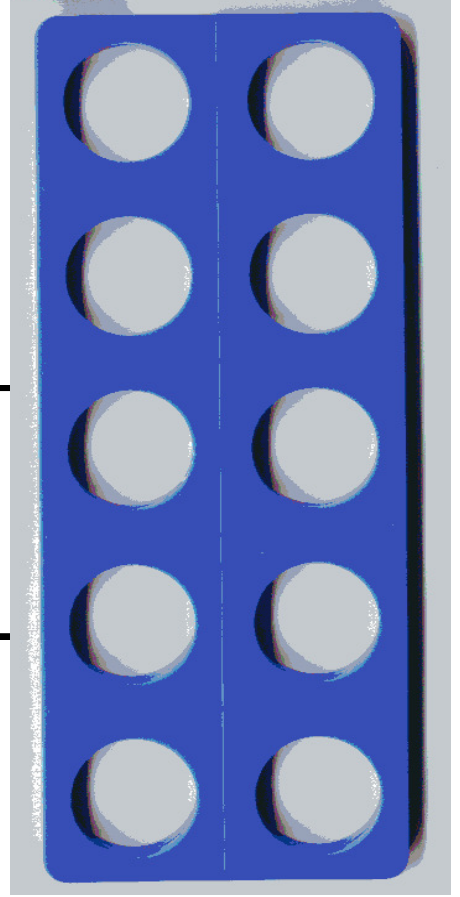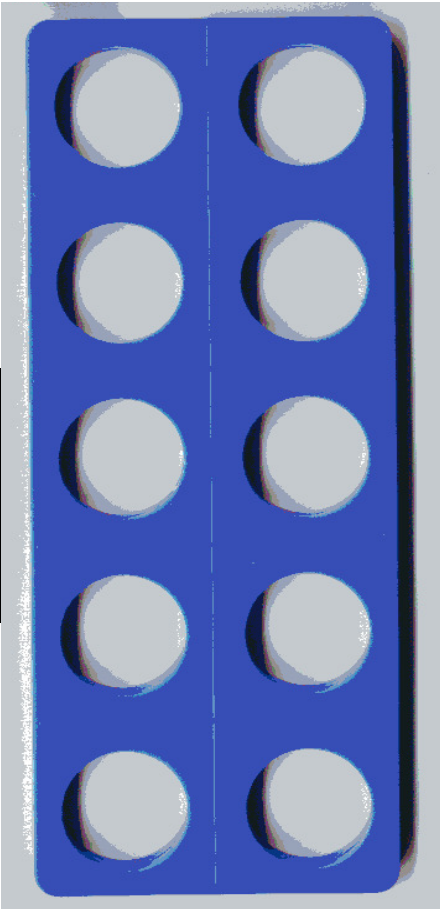
R7.1

10

20
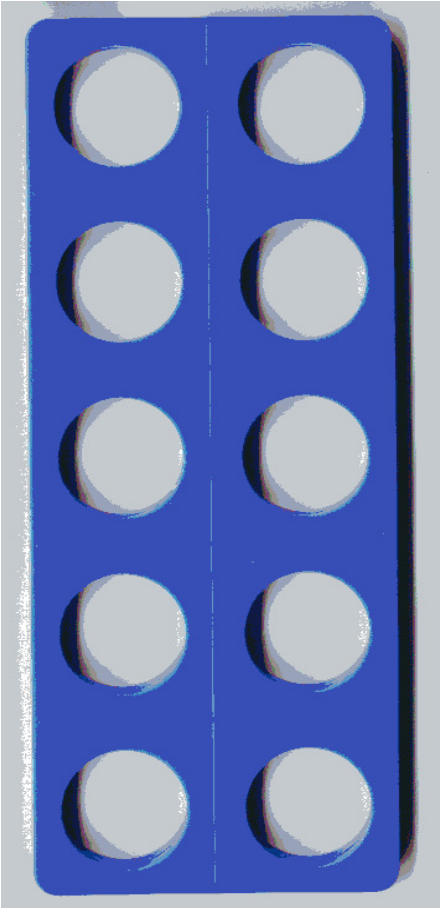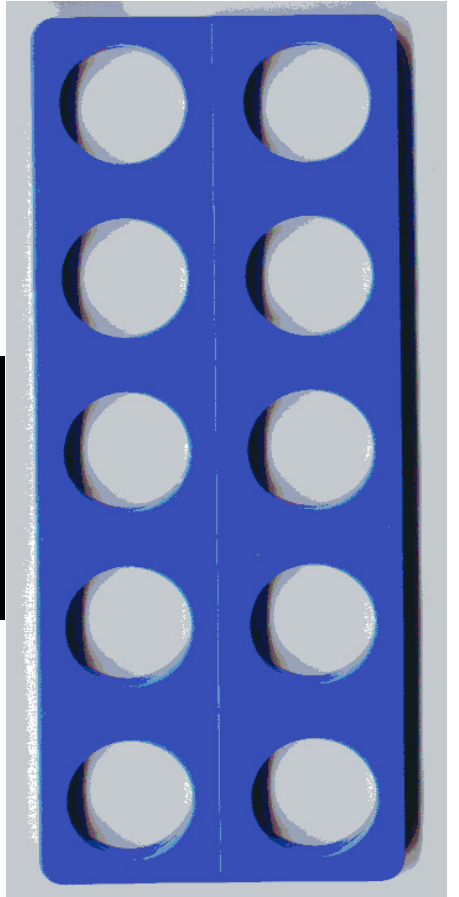
30

40

R7.2

50
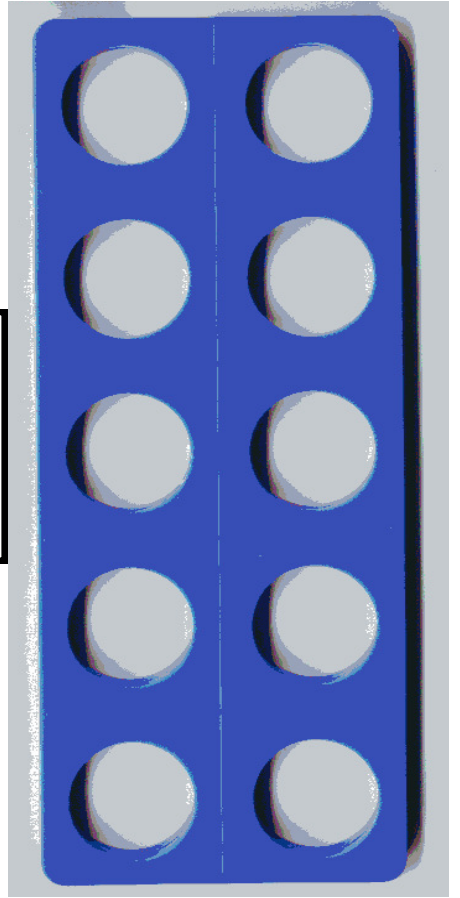
70

60
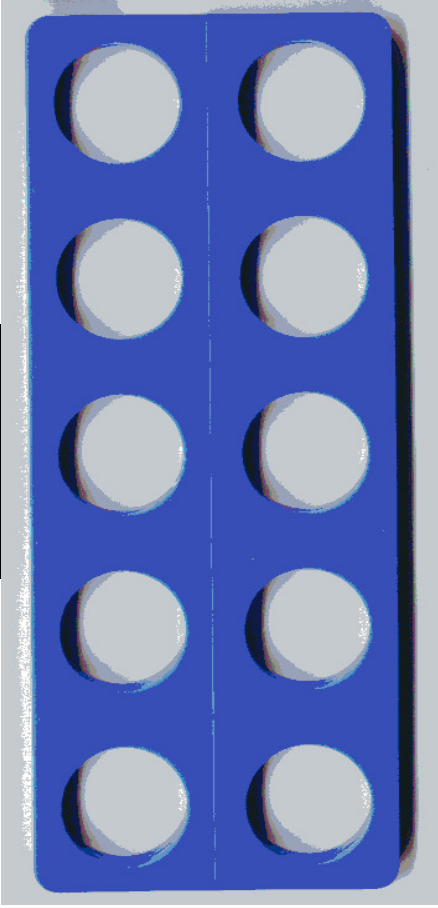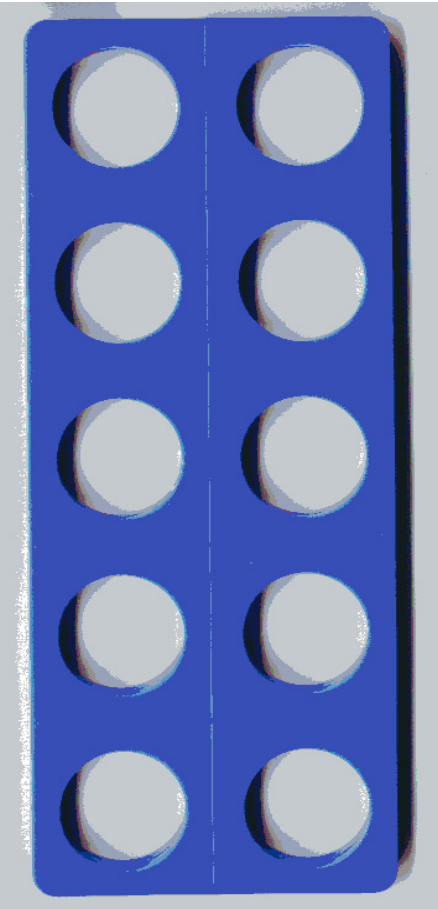
80

R7.2a

90

100 = £1

The winner

R7.3

R7.4

10p

R7.5

20p

R7.6

30p

R7.7

40p

R7.8

50p

R7.9

60p

70p

R7.11

80p

90p