

Recognising/reading 2 digit numbers, order and place value

This has obvious overlap with section A (rote counting) because we continually use the visual form of the number to support rote counting.

In section B we are looking at recognising, (saying/reading a number), understanding the place value of 2 (and then 3 digit numbers) and ordering them

TEEN NUMBERS

The aim is to recognise numbers and their Numicon representations up to 20.

Activities involve matching shape to shape, number to number, number to shape, shape to number while saying/naming the number.

Order and place value is touched on as you go through these activities and once the child is easily reading the numbers, eg 13, the numeral and its Numicon representation, you can begin to use the Numicon to teach place value.

Resources needed:

A4 number mats 0 to 20, (or desk top number path), eleven x10 Numicon shapes, one of Numicon shapes 1 to 9, number cards 11 to 20

Start by setting out the number path 0 up to 20 using the A4 mats and walk the path saying the sequence as in section A.

If you are just working up to 15, then build the path up to 15, etc.

1. Put the Numicon shapes 1 to 10 in a “number bag” and take turns to pick out and name, eg three. Place next to a ten shape and say the corresponding number 13. Find the number on the A4 number line showing Numicon and numerals and match the shapes.

Take turns until you have all the 2 digit numbers 11 up to 20 on your number line.

2. As above but have number cards 11 to 20 in the bag and match them to Numicon path. Finish by counting the numbers.

3. As above but match to a number line of numbers only.

4. If difficulty saying fourteen etc. place four shape next to ten shape in Numicon form then as you say the number move the four shape to sit at the top end of the ten shape so the child is seeing 4 then 10.

5. Spend a week concentrating on one number eg 13. Go on hunts for number 13 around home and school. Can you spot it.

6. Put the A4 mats on the floor and take turns to stand on a number and shout it out.

7. Throw bean bags to land on numbers and shout out where they land.

8. Use your die with 1 to 6 to select a number to be placed next to the 10 shape, say the new number and find on number line.

9. Modify your die to show one or two new numbers eg 11 and 14. Throw a die and then go and stand on number shown.

(Later If having difficulty with 12 & 20 or 13 & 30 try both of these on the die.)

10. Using laminated cards up to 20 continue squirting them in the bath (home activity). Prompt using Numicon shapes, another card, the numeral or just verbally. Take turns giving the child a chance to select the number he/she wishes you to squirt, see if they know when you go wrong.

11. Use the cards as prompts in songs that go up to 20 "one man went to mow", "20 green bottles standing in a row" standing one item on each card. There are not as many songs once we go past 10. (You could have fun doing this song for counting down in 5s times crashing off 5 at a time.)

12. Place cards (number or Numicon representations) face down and say the number as you take turns to turn it over. Reward with a turn at a game, eg push a sword into "Pop Up Pirate". Or play the game with a set of cards 1 to 10 and a ten shape. Turn over card and place next to the ten shape, say the new number, eg, turn over a 3, place it next to a 10 shape and make 13.

13. Try and play the pair game turning two over at a time and removing them once a pair is found-memory skills.