AT A GLANCE

The children count on and back in tens from any two-digit number using money and explain how they do this. They use a range of resources to explain and record how they solve problems when they add or subtract a multiple of ten (exploring the inverse relationship between addition and subtraction). They then practise adding and subtracting a multiple of ten by playing the Multiples of Ten Game.

RESOURCES/PREPARATION	ADAPTING THE LESSON	
Two-Digit Number Cards 1-3 Spinner Multiples of Ten Game Mat (x 3) Multiples of Ten Pathway sheet (x 5) Counters Finish Envelopes (x 2) Winning Statements (x 2) Sticky notes Purse/money box 10p and 1p coins Base ten apparatus	 Making it easier Start from a multiple of ten (10, 20, 30, 40) when counting in tens. Use a Two Hundred Grid to support counting on in multiples of ten. Extending the learning Count beyond 100, starting with a two-digit number to end up with a number over 100. 	
THINGS TO WATCH OUT FOR	MATHEMATICAL LANGUAGE/VOCABULARY	
Can they make jumps of ten on a blank number line? Can they say the value quickly when they see an amount in 10ps and 1ps, e.g. four 10ps and three 1ps.	2 is the tens digit in 26 6 is the ones/units digit in 26 10 more than 26 is 36 10 less than 26 is 16	26 add 10 equals 36 Find the total How many altogether ? 30 is a multiple of 10

COUNTING: We are going to practise counting on and back in ten from any number using money.

Ask the children to make 24p (two 10ps and four 1ps). Record this starting number on a sticky note	
Add a 10p.	a Barrow
How much is in the purse now? 34p	
Record 34p on a sticky note.	
Model adding 10p repeatedly, with the children saying the total as you place	
down the 10p pieces: 34p, 44p, 54p, 64p.	10
Record the numbers each time on a sticky note.	and a state of the
Look at the numbers recorded.	
How could we reach 94p?	
What would we need to do to reach 97p? We would need to add 1p coins.	
Look at the numbers recorded.	
What pattern can you see / hear?	
Which digit changes? Which digit stays the same? Why?	
(Can children explain that when you count in tens, the units digit stays the	
same?)	
We are now going to count back in tens from 64p.	
Count backwards as you take away 10p: 64p, 54p, 44p, 34p, 24p.	



USING WHAT WE HAVE LEARNT: We are going to use what we know about adding and subtracting multiples of 10 to play a game. Play the Multiples of Ten Game. Give each child a Multiples of Ten Pathway sheet to record their START + 30+ 20 moves. Ask each child to choose a 'starting number' between 80 and 90 and 30 record it on their Pathway sheet. Give each child a counter and ask them to put it on START on the game mat. The first player spins the 1-3 Spinner and moves that many spaces on the mat. Read what it says on the square e.g.' -10'. The player must subtract 10 from their starting number. They then record their move (-10) and new number on their Pathway. 83 10 73 - 20 53 + 20 73 Each player takes it in turn, adding or subtracting multiples of ten from their number as they go along. When all players reach the finish open the Finish Envelope to decide the winner. It will either say 'The player with the largest number wins' or 'The player with the smallest number wins'. The children compare their numbers to decide the winner. Play again.

TO FINISH: We are now going to think about our learning.	
Record a relevant example of today's learning on the postcard or in their book. Discuss: • What have we been learning today? • What skills did we use? • What maths words/language have we been using?	Celebrate successes within the lesson for each child. Complete a 1 st Class postcard to share with other adults and / or for the working wall.

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