

## Numeracy Topic – Understanding Number Place Value Year 1 and 2

### Year 1

- Count reliably at least 20 objects, recognising that when rearranged the number of objects stays the same;
- estimate a number of objects that can be checked by counting
- Compare and order numbers, using the related vocabulary;
- use the equals (=) sign
- Read and write numerals from 0 to 20, then beyond;
- use knowledge of place value to position these numbers on a number track and number line
- Say the number that is 1 more or less than any given number, and 10 more or less for multiples of 10

### Year 2

- Read and write two-digit and three-digit numbers in figures and words;
- describe and extend number sequences and recognise odd and even numbers
- Count up to 100 objects by grouping them and counting in tens, fives or twos;
- explain what each digit in a two-digit number represents, including numbers where 0 is a place holder;
- partition two-digit numbers in different ways, including into multiples of 10 and 1
- Order two-digit numbers and position them on a number line; use the greater than (>) and less than

Ideas and Learning

		Lesson Ideas	Resources
	<p>Year 1.</p> <ul style="list-style-type: none"> <li>Count reliably at least 20 objects, recognising that when rearranged the number of objects stays the same;</li> <li>estimate a number of objects that can be checked by counting</li> <li>Compare and order numbers, using the related vocabulary;</li> </ul>	<p>Play games that involve counting forward and backwards to 20.</p> <p>Play card games (picture cards removed) SNAP – When two cards the same are shown, collect that number of counters. The first person to collect 20 or more counters wins.</p> <p>Use LEGO or NUMICON to play around with numbers.</p> <p>Arrange Numicon in a number line smallest to largest. Arrange Numicon in a number line largest to smallest.</p>	<p>Counting games on line:</p> <p><a href="https://www.topmarks.co.uk/maths-games/5-7-years/counting">https://www.topmarks.co.uk/maths-games/5-7-years/counting</a></p>
	<p>Year 1.</p> <ul style="list-style-type: none"> <li>Compare and order numbers, using the related vocabulary;</li> <li>use the equals (=) sign</li> <li>Read and write numerals from 0 to 20, then beyond;</li> </ul>	<p>Use number cards to order numbers.</p> <p>Use Numicon or blocks to show equal amounts.</p> <p>Discuss that equal means the same as.</p> <p>Practice writing number in words and numerals</p>	<p>Interactive hundred square <a href="https://www.topmarks.co.uk/learning-to-count/paint-the-squares">https://www.topmarks.co.uk/learning-to-count/paint-the-squares</a></p> <p><a href="http://www.primarygames.co.uk/pg2/splat/splatsq100.html">http://www.primarygames.co.uk/pg2/splat/splatsq100.html</a></p>
	<p>Year 1.</p> <ul style="list-style-type: none"> <li>use knowledge of place value to position these numbers on a number track and number line</li> <li>Say the number that is 1 more or less than any given number, and 10 more or less for multiples of 10</li> </ul>	<p>Play one more one less game on 1 to 25 number square.</p> <p>Use interactive 100 square to explore numbers in a fun way.</p> <p>Write number in the middle of the page. Children to write one more or one less on either side.</p> <p>Use interactive hundred square to explore 1 less/more and 10 less/more</p> <p>Play games like snakes and ladders that involve counting up the numbers</p>	<p>One more one less games on line:</p> <p><a href="http://www.ictgames.com/moreless.htm">http://www.ictgames.com/moreless.htm</a></p> <p>Number Line Game <a href="http://www.ictgames.com/LIFEGUARDS.html">http://www.ictgames.com/LIFEGUARDS.html</a></p> <p><a href="http://www.sheppardsoftware.com/mathgames/earlymath/FS_Number_Line_minus.htm">http://www.sheppardsoftware.com/mathgames/earlymath/FS_Number_Line_minus.htm</a></p> <p>BBC – how to order numbers <a href="http://www.bbc.co.uk/guides/z2pjwxs#z8m94j6">http://www.bbc.co.uk/guides/z2pjwxs#z8m94j6</a></p>

<p>Year 2. Understand and begin to use these words. <b>Units or ones, tens, hundred, digit, one-digit number, two-digit number, place value</b></p> <p>Begin to read and write numbers to 100</p>	<p>Point to a number on the hundred square – for example</p> <div style="border: 1px solid black; padding: 2px; display: inline-block; margin-bottom: 5px;">68</div> <p>What number is this? Can you find the square with seventy on it? Can you find the card with seventeen on it?</p> <p>Cover some of the numbers on the hundred square. Can you guess what number this is?</p>	<p>Use cards with number words written on. Print out a 100 square. (its best to laminate it)</p> <p><b>Or use online hundred square</b></p> <p><a href="http://www.primarygames.co.uk/pg2/splat/splatsq100.html">http://www.primarygames.co.uk/pg2/splat/splatsq100.html</a></p> <p><a href="https://www.bbc.co.uk/education/clips/zfvr87h">https://www.bbc.co.uk/education/clips/zfvr87h</a></p> <p><a href="https://www.youtube.com/watch?v=omkDLmfvetk">https://www.youtube.com/watch?v=omkDLmfvetk</a></p>
<p>Year 2</p> <ul style="list-style-type: none"> <li>• Read and write two-digit and three-digit numbers in figures and words;</li> <li>• describe and extend number sequences and recognise odd and even numbers</li> </ul>	<p>Use Numicon to find odd and even numbers.</p> <p>Watch BBC video about odd and even numbers. Ask: How do you know when a number is odd or even? Can you find a pattern for odd and even numbers? What do even numbers end in? What do odd numbers end in?</p> <p>Write out a simple worksheet or find one on line to practice odd/even and number sequences.</p> <p>Spelling practise of number words to 20</p>	<p>BBC video <a href="http://www.bbc.co.uk/guides/zt4jj6f#zctyycw">http://www.bbc.co.uk/guides/zt4jj6f#zctyycw</a></p> <p>Worksheets online <a href="http://www.primaryresources.co.uk/maths/mathsB3.htm">http://www.primaryresources.co.uk/maths/mathsB3.htm</a></p> <p><a href="http://www.snappymaths.com/counting/sequences/sequences.htm">http://www.snappymaths.com/counting/sequences/sequences.htm</a></p> <p>Read and write numbers <a href="http://www.snappymaths.com/year2/y2number/y2number5.htm">http://www.snappymaths.com/year2/y2number/y2number5.htm</a></p>

	<p>Year 2</p> <ul style="list-style-type: none"> <li>explain what each digit in a two-digit number represents, including numbers where 0 is a place holder;</li> <li>recognise odd and even numbers</li> </ul>	<p>Understand what each digit in a two-digit number represents and recognise 0 as a place holder.</p> <p>Use place value cards</p> <p>(Show number cards for 17 and 71.) Which of these numbers is seventeen? How do you know? What does the other one say? Are these numbers even or odd? Count in fives from 0 up to 30. Which of those numbers are odd and which are even? How do you know?</p>	<p>Brenden is teaching for resources and place value cards.  <a href="http://www.brendenisteaching.com/downloads/13-numbers.php">http://www.brendenisteaching.com/downloads/13-numbers.php</a></p>
	<p>Year 2</p> <ul style="list-style-type: none"> <li>Order two-digit numbers and position them on a number line; use the greater than (&gt;) and less than</li> </ul>	<p>Put some counters in a pile on the table. Talk about how many counters are in this pile. Can you find a quicker way than counting in ones? There are more than 20 counters here. Find out how many there are. Is there a better way than counting in twos? Can we count in fives? Why is this better than counting in ones or twos?</p> <p>Use Numicon to show 40. Then add 7 more. There are 4 tens in 40. How many tens are there in 47? What makes 40 and 47 different?</p>	<p>Counters</p> <p>Numicon or blocks</p>
	<p>Year 2</p> <p>Count up to 100 objects by grouping them and counting in tens, fives or twos; explain what each digit in a two-digit number represents, including numbers where 0 is a place holder; partition two-digit numbers in different ways, including into multiples of 10 and 1</p>	<p>Write these numbers on cards:  24 42 46 64 43 34</p> <p>Which of the numbers lie between 30 and 40 on the number line? Talk about sequencing the numbers to check.</p> <p>Which of the numbers could you use to make this correct? <math>\square &lt; 24</math></p> <p>Which of the numbers could you use to make this correct? <math>\square &gt; 43</math></p>	<p>Small cards</p>
<p>Recap and assessment</p>			

# 1 to 25 square

You will need some counters and a coin.

Place your coin on the number 1 square. Toss the coin. If it is heads – then move up one more. If it is tails - then move one less.



1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

The first person to reach 25 is the winner. (Talk about one more and one less as you are playing the game.)

