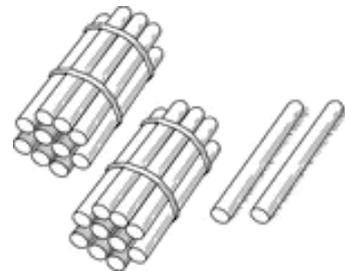
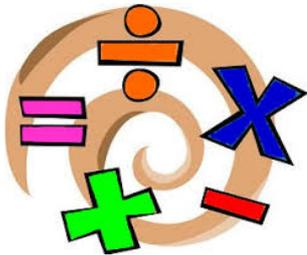


WEYMOUTH PRIMARY SCHOOL



MATHS AT HOME
BASIC FACTS
&
PLACE VALUE

Activity Booklet



Year 2-3
Whānau Workshop
Thursday 20 June 2019

Rms 6, 7, 8, 9, 10, 11, 12, 13, 14



Thank you for taking the time to come along and take part in our Whānau Workshop. We hope that the activities and games you have played today will provide you with some ways to support your child's learning at home.

Today's focus was on Basic Facts and Place Value.

Basic Facts & Place Value are important to learn as they are the building blocks for solving more complex maths problems. When a child knows the maths facts, concepts become easier to learn and they are better equipped to solve them faster - without having to rely on counting.

Regular practice of these knowledge areas at home will support them to focus more on the problem solving of maths at school.

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Add the Dice



Purpose:

The purpose of this activity is to help your child to instantly recall the addition facts up to 10.

Link to the Number Framework:

Number Facts, Stage 4

What you need:

Two dice

Calculator (to add scores)

Paper to record scores

What to do:

The first player rolls both dice. If a 6 is rolled then roll again. The player then adds the two dice together. This is their score for the first round. Record the score on a piece of paper. The second player then has a turn.

At the end of 5 rounds each player adds their 5 scores together (using the calculator) and the winner is the player with the highest total score.

What to expect your child to do:

Over time expect your child to instantly recall the addition facts.

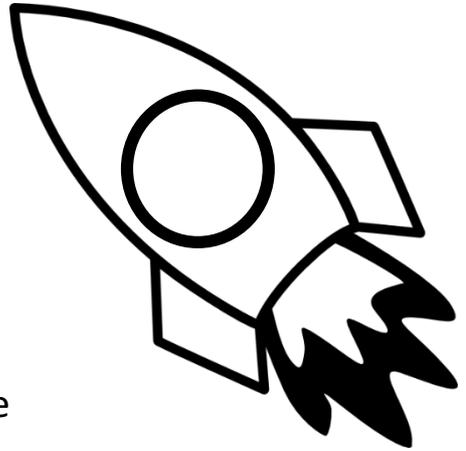
Variation:

Use three dice instead of two. Encourage your child to use basic facts to add two of the dice together and then count on the third number.

Lift off!

Contents:

- 2 Basic place value Rockets
- 1 Whiteboard markers
- 1 Die



Lift off!

1. Nominated person to roll the die and share the result
2. Players will then choose a place value section and then write the number down
3. Continue until all the place value sections are full
4. Once complete have the players read out their numbers and whoever has the **LARGEST** number wins

Lift off 2.0!

1. Follow steps 1 through to 4 in Lift off game above but using the decimal rockets
2. Students may need help in understanding the value with decimals as the highest value in the decimals will always be in the tenths e.g. $0.1 > 0.01$

Note:

- To play with the without equipment, players can draw a rocket on a scrap piece of paper and play the game
- To play this game players should have a basic understanding of place value
- This pack includes blank rockets that can be adjusted for the ability of the students i.e. to change the value of each place as to include both tens, ones, tenths and hundredths etc.

Rock, Paper, Scissors



Purpose:

The purpose of this activity is to help your child to instantly recall the addition facts up to 10.

What you need:

Calculator (to add scores)

Paper to record scores

What to do:

Like the game rock, scissors, paper both players count aloud 1, 2, 3, and on 3 display any number of fingers on one hand. The first player adds the numbers together. This is their score for the first round. Record the score on a piece of paper. The second player then has a turn.

At the end of 5 rounds each player adds their 5 scores together (using the calculator) and the winner is the player with the highest total score.

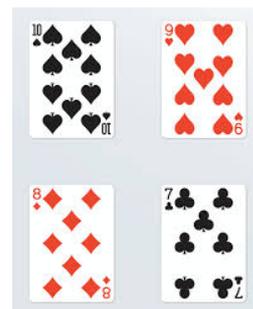
What to expect your child to do:

Over time expect your child to instantly recall the addition facts.

Variation:

The older player uses two hands and the younger player uses one hand.

Place Value War



Number of players

In pairs (however small groups can work too)

Equipment needed: A deck of playing cards (if playing using "thousands" have another pack added too) [NOTE: discard the picture cards].

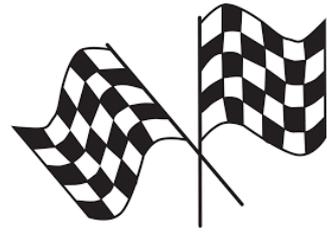
Instructions:

1. Each player has the same amount of cards. The players sort their cards into two piles (for playing with "tens"), three piles (for playing with "hundreds") or four piles (for playing with "thousands").
2. To begin play, each player turns over the top card from each of his/her piles. The player with the number of highest value wins all the cards, placing their cards and the other player's cards in their 'prisoner pile'. *For example; Player 1 turns over 10 and then 9 which makes 109, Player 2 turns over 8 and then 7 which makes 87, Player 1 is the winner as 109 is greater than 87.*
3. Repeat until all of the cards have been played. The player with the most cards in his/her 'prisoner pile' is the winner.

Hints and Variations:

- In each round, each player is allowed to re-arrange the cards they have turned over in that round to make the largest number they can. The player who can make the number of the highest value wins all the cards from that round. *For example; Player 1 turns over 6 and then 3 which can make 63 or 36, Player 2 turns over 1 and 7 which can make 17 or 71, so Player 2 is the winner as 71 is greater than 63.*
- Instead of capturing and counting 'prisoner' cards, the winner of each round scores 1 point, with the score being recorded on a piece of paper. The first player to win an agreed number of rounds (e.g. 10) is the winner.
- Be sure to emphasise that players must identify the number they have made verbally in each round.

Race to 100 (or Race to 50)



Materials:

- Race to 100 (or 50) game boards - 1 per person
- Dice (two per partnership)
- Base 10 blocks

How to Play:

1. Work in groups of 2. They will need 2 game boards, 2 dice and plenty of base 10 blocks
2. Player 1 will roll both dice and add them together. eg. if the student rolls a 3 and a 6, they add them together to get 9. They will take 9 cubes and put them on their game board in the ones column.
3. Player 2 will roll the 2 dice and do the same thing.
4. Once a player has made 10 or more, they will exchange 10 cubes for a long and place it in the tens column.
5. Players will continue taking turns until one player is able to exchange 10 longs for a flat (100)

RACE TO 100										
<u>hundreds</u>	<u>tens</u>	<u>ones</u>								
		<table border="1"><tr><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td></tr></table>								



Erin Morrison © 2012

I Have... Who Has...

(Place Value - 2-digit)



What you need:

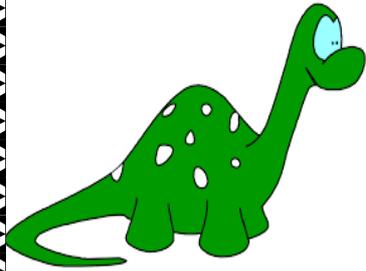
- I have... Who has... cards

How to play the game:

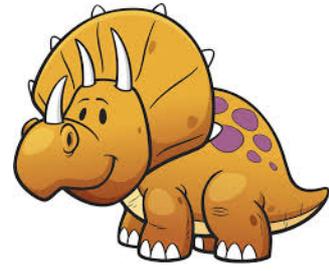
- Distribute all the cards randomly to the players
- Some players may get more than one card
- Select a player to begin by reading their card aloud. (eg. I have 24. Who has 18?)
- The player who has the card with the correct answer to the question, reads their card aloud (eg. I have 18. Who has 45? and so on.
- Players must listen for their turn and try not to break the chain.
- When the chain circles around to the first player that started, the game is over.

Suggestions:

- Practice the game with players so they understand how the game works, then see if they can "beat the timer". Set a timer for 2 minutes, 5 minutes or any amount of time you choose. Challenge your students to finish the game before the timer goes off.



Dinosaur Doubles



How to play:

- Take turns flipping over two cards to find a match.
- If the cards go together, you keep them.
- At the end of the game, count your cards to see who has the most.

Variations:

- Include the Dinosaur Double Cards to be used as Wild cards. If a Wild Card is flipped, the player must call either the double fact or sum to claim the two cards. If a player draws two Wild Cards, then the player can come a doubles fact with its answer. You may have extra cards at the end without matches. No problem. Just take turns pulling a card from the leftovers and naming its match. Keep those cards too!

Make 10 Snap

Copy two sets, laminate and cut out the cards below.
Traditional snap - but 'snap' occurs when two cards add together to make ten. Children can use their fingers to check.

3	7	1	9
2	8	3	7
4	6	5	1
9	5	3	7
5	6	7	8
5	4	3	2

Salute



This is a game for two or three players to practice basic facts

You will need a pack of cards but remove the picture cards

How to play with 3 players:

- Place all cards in a pile face down between players
- Players 1 and 2 both place a card on their forehead without looking at the card.
- Player 3 who can see both cards, adds the two cards together and tells the other players the total.
- Player 1 and 2 race to guess what number is therefore shown on their own forehead by subtracting what is shown on players 2s head from the total.
- The first player to get it correct keeps both cards.

How to play with 2 players:

- Player 1 places a card on their forehead without looking at the card.
- Player 2 picks up a card and looks at it. Player 2 adds the two cards together and tells Player 1 the total. They then show their card to Player 1.
- Player 1 now has to work out what the card is on top of their head. If correct they get to keep both cards.

Variations:

- Multiply both cards together.

BASIC FACTS CARD GAME



Addition to 20

Share out all the cards between yourself and your partner.

The first person lays down a card and the second person lays their card on top of it.

Beat your partner to add both numbers together.

(Picture cards are worth 10)

Whoever added them the fastest (correctly) picks up the cards.

The game ends when one person is left without any cards in their hand.

Variations of the Game

Subtraction From 10

Play as above but instead of adding the cards, - work out the difference between the two numbers.

Groupings within 10

Play like snap, but instead of calling "Snap!" say "Ten!" when two consecutive numbers can be added together to make 10, e.g. 4 and 6

Multiplication

Play as above but instead of adding the cards, - multiply the two numbers.

Add then double

Play as above but instead of adding the cards, - add the two numbers then double it.

Which facts are important?

Basic Fact Knowledge Progression

Curriculum Level	Numeracy Stage	Basic Facts
Early Level 1 After 1 year at School	0/1	Pairs that make 5
	Stage 2/3	Addition facts to 5
		Subtraction facts to 5
		Doubles to 10
		Groupings with 5 (5 and...)
		Pairs that make 10
Level 1 After 2 year at School	Stage 4	Addition facts to 10
		Subtraction facts to 10
		Doubles to 20
		Halves to 20
		10 +... facts
		Pairs that make 20
		Multiples of 10 that = 100
Level 2 By the end of Year 4	Stage 5	Addition facts to 20
		Subtraction facts to 10
		Mult/Div x2
		Mult/Div x5
		Mult/Div x10
		Multiples of 100 that =1000
Level 3 By the end of Year 6	Stage 6	Addition facts to 20
		Subtraction facts to 20
		Mult facts up to 10x tables
		Some division facts up to 10x tables
		Mult facts with tens, hundreds and thousands (eg. $10 \times 100 = 1000$ $100 \times 100 = 10\ 000$)