

THE NUMBER CREW 2 PROGRAMME 4 'THE PLACE FOR TREATS'

Year Term

LESSON PLAN 2

LEARNING OBJECTIVE

To revise two-digit numbers and to understand the importance of place value.

RESOURCES

place value charts (individual and class size)

'greater than, smaller than' symbol cards (in resources for this programme)

0-100 number line

counters

arrow cards

sets of 0-9 cards

paper

pens

coloured pencils

A4 size 1-100 squares

VOCABULARY

numeral

units

tens

digit

two-digit number

'teens' number

zero

nought

place

place value

smaller/larger than

ORAL/MENTAL SESSION (WHOLE CLASS)

- Turn the children away from the number line. Ask them to visualise given 2-digit numbers. Where will they be found? Why? Ask the children to explain how they know!
- Show the children a large place value chart. Remind them of the work done with the straws in lesson one if you have used that activity. Discuss how a variety of 3-digit numbers are made, also writing the words and numbers in addition to saying the number.

MAIN ACTIVITIES

WHOLE CLASS

Watch Programme 4 of 'The Number Crew 2' – 'The Place For Treats'. Ask the children to consider who had the greatest number of sweets and who had the smallest. Introduce the symbol cards, showing the 'greedy' crocodile.

Ask the children to hold up their number fans to show a number. Now ask for a greater one, smaller one etc. Use the symbol cards as cues. Focus in on the '0'. Teach the 'Zero The Hero' rap.

GROUP TASKS

- A. Using 0-9 cards and an A4 size 1-100 square for each group, ask the children to shuffle their cards and pick the top two. Make a two-digit number and shade it on their square. (You could ask pupils to say the number and describe it in tens and ones for assessment.) Do this for around 12 turns. Try to order the numbers.
- B. Ask the group to play 'greater than', 'smaller than'. Give each pair a place value chart, 3 counters each and $5 <$ cards, $5 >$ cards. The pair should mix and shuffle the cards and place them in a pile face down. They should then each place 3 counters, one on each line. They then turn over the top card. If it reads 'greater than', the bigger number scores and vice versa. A point for each winning number, to a total of your choice to win!
- C. Give the group a set of 0-8 cards. As a group, they should record as many two-digit numbers as they can manage. They now need to sort them into odd and even, greater and smaller than (using symbols) and so on. Discuss!

PLENARY (WHOLE CLASS)

Focus the children on the number line and ask random questions such as 'Can you change 49 to 9?', 'How will you do it?', 'How can I make 4 into 74?'. Practice increasing/decreasing, using place value knowledge!