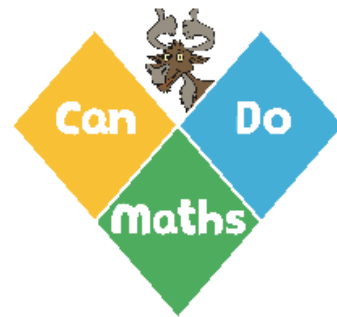




Colin and Coco's Deliberate Practice

Year 2 Unit 1

Number and Place Value





Contents

This pack of deliberate practice is designed to be used flexibly to secure the manageable steps of this unit.

The table below indicates which activities are linked to which manageable steps.

	Do It	Challenge It	Play It
Represent 2-digit numbers	1	1	
Recognise the value of digits in 2-digit numbers			1
Partition 2-digit numbers in different ways			2
Read 2-digit numbers in words and write using numerals	2		
Read 2-digit numbers in numerals and write in words	2		
Identify 2-digit numbers on a number line	3		
Represent 2-digit numbers on a number line	3	3	3
Estimate numbers on a number line	3	3	3
Compare any two 2-digit numbers using $<$ $>$ and $=$	4	4	
Order 2-digit numbers with different tens from smallest to greatest	4		4
Order 2-digit numbers with the same tens from smallest to greatest	4		4
Order 2-digit numbers	4		4
Find 10 more than a given number	5	5	5
Find 10 less than a given number	5	5	5



What number is represented?

10s	1s	

Represent these numbers.

24

20

35

53

10s	1s

Do It 1

Challenge It 1

Match the description to the number.
Find the missing buddies.

two tens
six ones
nine tens
two ones
one ten
eight tens
four tens
six tens

13
37
24
72
56
89
61
48



Digits Game

Play It 1

You need:

Pencil and paper each

To play:

Each player writes three 2-digit numbers using the digits 1, 2, 3, 4, 5 and 6 once each, without showing their opponent.

Take it in turns to choose a column and number to request from your opponents' numbers.

Player 1: "Can I have the tens digit from your second number please?"

Player 2: "My second number has three tens so you score 3"

Player 2: "Can I have the ones digit from your first number please?"

Player 1: "My first number has five, so you score 5"

Have three goes each, then add your three digits together. The player with the largest total scores a point.

To win:

The winner is the first player to score 5 points.



Do It 2

Write these using numerals.

forty-two

fifty-six

thirty-one

sixty

twelve

eighty-four

thirteen

twenty-eight

Write these numbers in words.

42

57

38

70

81

19

12

20

Challenge It 2

Partition 46 into a multiple of ten and 'the rest?' in several different ways.

$$46 = \square + \square$$

Partition 48 into a multiple of ten and 'the rest?' in several different ways.

$$48 = \square + \square$$

Partition 66 into a multiple of ten and 'the rest?' in several different ways.

$$66 = \square + \square$$

Partition 68 into a multiple of ten and 'the rest?' in several different ways.

$$68 = \square + \square$$



Split Game

Play It 2

You need:

0 - 9 dice (or cards)

100 grid as a Game Board

Counters for each player

To play:

Throw the dice twice to generate a 2-digit number.

Partition the number into a multiple of ten and 'the rest' and cover the two numbers on the board. You can remove your opponent's counter if you want to cover a number they have already covered.

For example:

Player 1: Digits thrown: 2 and 6
Number created: 62
Partition 62 and cover 30 and 32

Player 2: Digits thrown: 4 and 7
Number created: 74
Partition 74 and cover 30 (replace player 1's counter) and 44

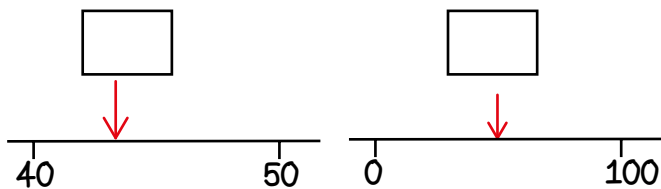
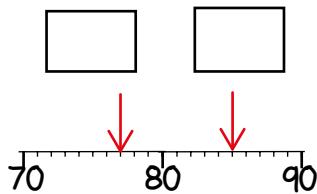
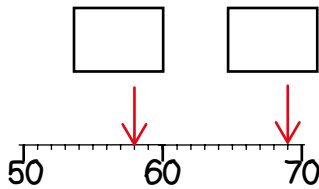
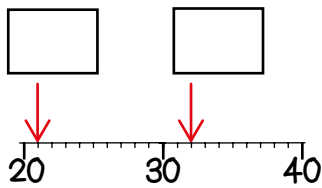
To win:

The winner is the first player to cover 5 numbers in a line, horizontally, vertically or diagonally.



Do It 3

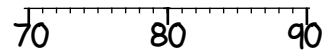
What numbers are the arrows pointing to?



Represent these numbers on the lines.

a. 75

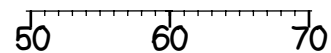
b. 81



c. 52

d. 59

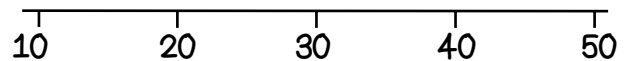
e. 65



f. 25

g. 32

h. 49



Challenge It 3

You will need to draw number lines.

Represent the numbers in the left hand column on different number lines.

Represent the number	On a number line that	
	starts on	ends on
40	0	50
40	0	100
40	30	50
75	0	100
75	60	80
32	0	50
32	30	40
59	50	60



Plot It Game

Play It 3

You need:

0 - 100 benchmarked number line (at the bottom of this page.)

0 - 9 dice

To play:

Take it in turns to throw the dice twice, to make a two-digit number.

Choose which digit represents the tens and which represents the ones.

Plot your number on the number line, convincing your opponent that you are plotting it in the correct place.

For example:

Player 1: I have thrown a 3 and a 7

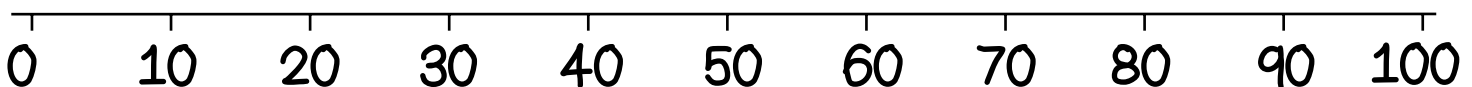
If I have 3 tens and 7 ones the number is thirty-seven.

If I have 7 tens and 3 ones the number is seventy-three.

I will plot 73 between 70 and 80, but closer to 70

To win:

The winner is the first player to get 4 of their points plotted without any of their opponent's points in between.





Do It 4

Insert < or >

$6 \bigcirc 11$

$74 \bigcirc 44$

$52 \bigcirc 53$

$14 \bigcirc 8$

$53 \bigcirc 83$

$64 \bigcirc 62$

$7 \bigcirc 16$

$81 \bigcirc 41$

$83 \bigcirc 88$

$18 \bigcirc 13$

$46 \bigcirc 66$

$37 \bigcirc 32$

Put each set of numbers in order from smallest to largest.

13, 9, 31

70, 79, 73

81, 87, 80

81, 80, 18

16, 26, 6

29, 20, 30

Challenge It 4

Use the digits 3, 6, 8 and 9 once each time to make the statement true.

$\square \square > \square \square$

Find all the possible ways.

How do you know if you have found them all?

Are there any of the digits that cannot go in any of the boxes?



In Between Game

Play It 4

You need:

0 - 9 dice (or cards)

0 - 100 blank or landmarked number line to explain thinking (optional)

To play:

Player 1 throws the dice to get digits and makes a 2-digit number. This number cannot be changed.

Player 1 throws the dice again to get 2 digits and makes another 2-digit number.

Player 2 throws the dice to get 2 digits and tries to make a number that will go between player 1's numbers.

For example:

Player 1: Digits thrown 4, 2
Number created 24
Digits thrown 5, 8
Number created 58

Player 2: Digits thrown 6, 3
Number created 36

Player 2 scores a point. If they cannot make a number that is between player 1's numbers they do not score a point.

Players swap roles.

To win:

The winner is the first player to score 5 points.



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+ 10 = ?

$$\boxed{}\boxed{} - 10 = ?$$

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10 More or Less game

Play It 5

You need:

0 - 9 dice (or cards)

100 grid as a Game Board

Counters for each player

To play:

Throw the dice to get 2 digits and make a 2-digit number.

Choose whether to find 10 more or 10 less than your number and cover the answer on the board.

For example:

Player 1: Digits thrown 4 and 7
Number created 74
10 more than 74 is 84
Cover 84 on the board.

Now it is player 2's turn.

To win:

The winner is the first player to cover 5 numbers in a line horizontally, vertically or diagonally.