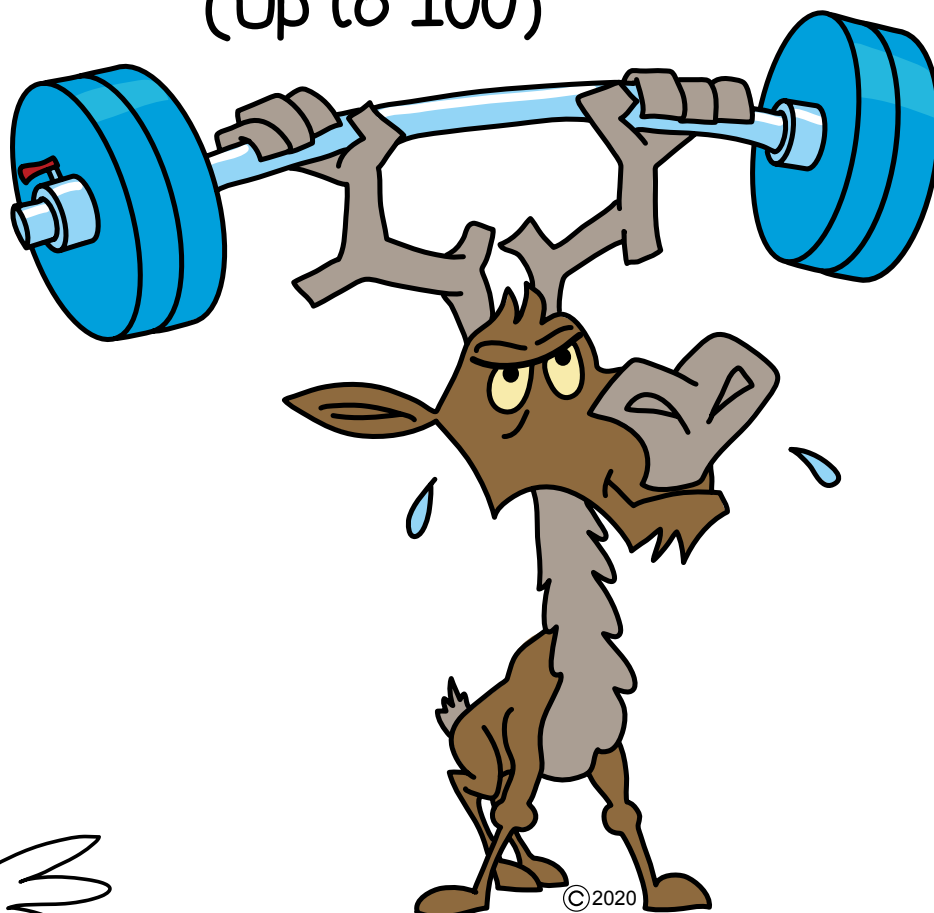




Colin and Coco's Deliberate Practice

Year 1 Unit 4

Number and Place Value
(Up to 100)





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
Count to 100	1		1
Explore the structure of numbers up to 100		1	
Recognise the patterns in the number sequence 1-100		2	
Represent numbers on a number line		3	2
Estimate numbers on a number line			3
Count forwards from a given number to another given number.	2		
Count backwards from a given number to another given number	2		
Compare numbers identifying which one is more	3		
Compare numbers identifying which one is less	4		
Order numbers			4
Say 1 more than a number		4, 5	
Say 1 less than a number	5	5	5



Do It 1

Write the missing numbers:

34, 35, 36,

64, 65, 66,

73, 74, 75,

90, 91, 92,

26, 27, 28,

87, 88, 89,

57, 58, 59,

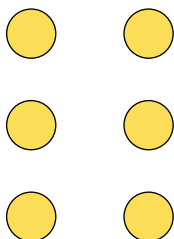
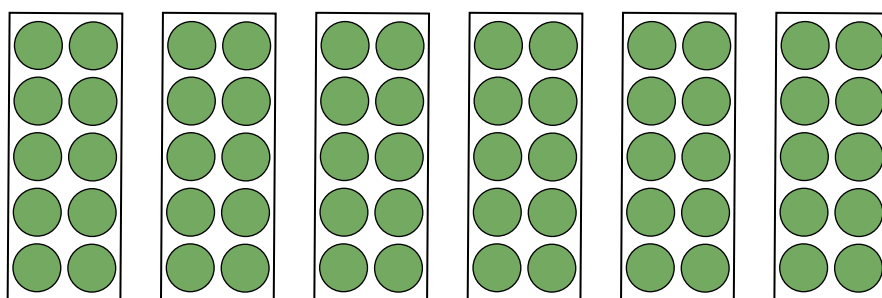
46, 47, 48,

Challenge It 1

You can make 6 choices.

Each choice can be either one full tens frame or one single counter.

What numbers could you make with your 6 choices?



What if you can make 7 choices?



Counting Aloud Game

Play It 1

You need:

Number cards (1 - 100) (You could give a random selection of cards so you don't need to resource every pair with all the cards!)

Number line (1 - 100)

To play:

Shuffle the cards and place them face down in a deck.

Turn over a card and say the next three numbers aloud. Circle the number you say last on the number line.

Example:

Player 1: Turns over card 43
Counts aloud 44, 45, 46
Circles 46 on the number line.

To win:

The winner is the first player to circle four numbers without any of their opponent's numbers in between.



Do It 2

Count on from

to:

Count back from

to:

32, 36

68, 63

51, 55

76, 71

47, 52

82, 78

88, 93

41, 37

Challenge It 2

These pieces have been cut from a 1 - 100 grid.
Fill in the missing numbers in several different ways.



Plot It Game

Play It 2

You need:

1 - 100 cards

Landmarked 0 - 100 number line

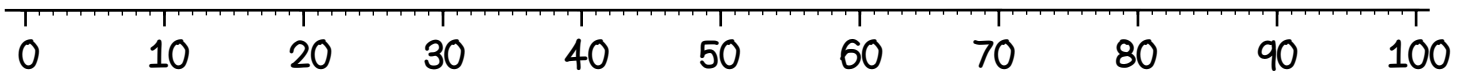
To play:

Shuffle the cards and place them face down in a deck.

Take turns to pick a card and convince your opponent where you are going to plot the number on the number line.

To win:

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





Do It 3

Circle the number that is more each time.

64

66

50

43

41

48

70

81

79

75

49

51

86

68

81

79

100

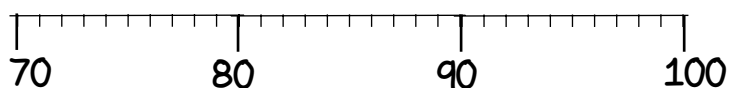
99

90

19

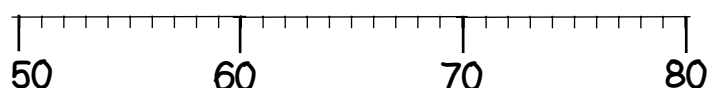
Challenge It 3

On the number line, plot every number that has a 5 digit.



On the same line, plot every number that has a 6 digit.

Now plot every number that has a 7 digit.





Estimate It Game

Play It 3

You need:

1 - 100 cards

Blank 0 - 100 number line (or landmarked halfway, or just in tens)

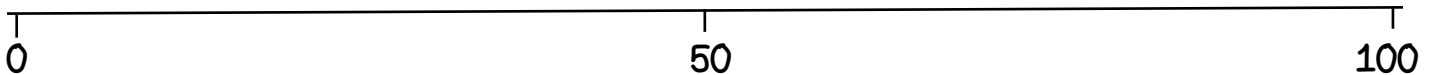
To play:

Shuffle the cards and place them face down in a deck.

Take turns to pick a card and convince your opponent where you are going to plot the number on the number line.

To win:

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





Do It 4

Circle the number that is less each time.

84

88

40

33

46

41

80

91

97

95

39

41

31

38

71

69

Challenge It 4

Match each number to the number that is one more.
Find the missing buddies.

48		94
62		36
93		49
		57
69		63
56		75
74		
39		90
89		40



In Between Game

Play It 4

You need:

Number cards (1 - 100) (You could give a random selection of cards so you don't need to resource every pair with all the cards!)

To play:

Shuffle the cards and place them face down in a deck.

Player 1 turns over two cards, and puts them in order smallest to largest.

Player 2 turns over a card and if it can be correctly placed between player 1's cards they score a point. If not they they do not score.

Players swap roles.

Example:

Player 1: Turns over card 43 and 65 and says 43 is less than 65

Player 2: Turns over 51 and says 51 is larger than 43 but smaller than 65

Player 2 scores a point.

To win:

The winner is the first player to score 5 points.



Do It 5

Write the number that is 1 less each time.

36

44

40

47

88

80

83

52

61

79

65

50

Challenge It 5

Fill in the missing digits in several different ways.

0 is 1 more than 9

1 is 1 more than 0

9 is 1 less than 0

Solve them altogether using only two different digits.

Is it possible to solve them altogether using 6 different digits?



1 More or Less Game

Play It 5

You need:

Number cards (1 - 100)

1 - 100 grid as a Game Board

Counters or coloured pencils for each player

To play:

Shuffle the cards and place them face down in a deck.

Players take turns to turn over a card and decide whether to cover one more or one less on the Game Board.

Example:

Player 1: Turns over card 43 and says, "42 is one less than 43," and covers 42 on the board.

To win:

The winner is the first player to cover three numbers anywhere in the same column or row.