

Adding: Add 10 to any 2 digit number

Numicon/Dienes

Make a number using the Numicon pieces/Dienes. Add a 10 piece to the number.

- What has been added to the number?
- What has happened to the number?
- What is the new number?
- How do you know it's different?
- What did we add/take away? Can you write it or say it as a number sentence?
- Can you show me this number in a different way? Eg, partitioning, writing the numerals etc.

100 Square (this can be done at the same time as the Numicon activity above)

Find a number on the 100 square and put a counter on it. Ask the child to add on 10 and place another counter on the new number. They may decide to do this by counting on.

- What number have you landed on?
- What is 10 more than X? Can you write it as a number sentence?

Repeat this by adding 10 to the new number and placing another counter. This will help them to spot the pattern.

- What do you notice each time?

Highlight that you can add 10 easily by looking at the number below. Ensure that the child understands why and that this only works with squares that are 10 across.

Place Value

You can link this back to their knowledge of place value.

- What is happening to the tens?
- What is happening to the ones/units?

Timed Challenge

Once children understand how to add 10 to a number quickly, challenge them to see how many adding 10 questions they can do in one minute. This can then be used as a quick starter for another session. Make sure that this activity is fun for them and doesn't create anxiety! Eg make sure they can do one fluently, and then challenge them to do two quickly.

Game: Race across 100

You will need a 100 square, a blank die or two, and counters

Using a blank die, make a die with faces

- +10,
- add 10,
- add away 10 twice,

- blank,
- add ten, and
- roll again.

The first time you play, both start at 10 so that you go down the 10s column and win by getting to 100. The next time, make it more interesting by starting on a single digit number, with the goal being to reach the nineties row. (You can ask what happens if you add ten again. The child should see that you go over 100.)

You can give the child more chance to win by making one die each, with the child's having 'add 10 three times' instead of blank – or with a similar change.

After each turn you or the child can say or write the new number sentence.