

The '0 to 9' cards

These are for playing the 'Make it More' game (see page 3). They can also be used to make numbers to help pupils to understand that, for example, 836 is greater than 386 and 638, etc.

The Number Builders

Make one or more copies of the three sheets and cut into separate cards. Numbers can then be built up as shown below in *Figure 1*.

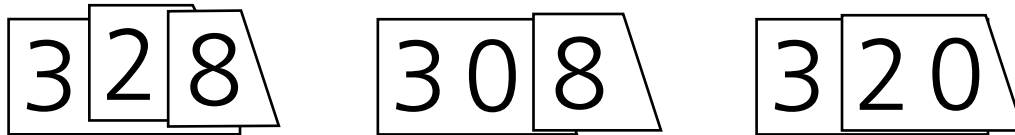


Figure 1

The number builders are used in conjunction with Worksheets 16 and 17.

Dodecahedron dice

These are quite difficult and time consuming to make but the result is reasonably robust. Copy onto thin card and cut out both pieces. Score all lines with an old biro or scissor point. Fold inwards along fold lines. Make up each cup separately first. Stick each cup together to make a ball-like shape with glue or paste (Copydex is ideal). Each join should be held until it is dry.

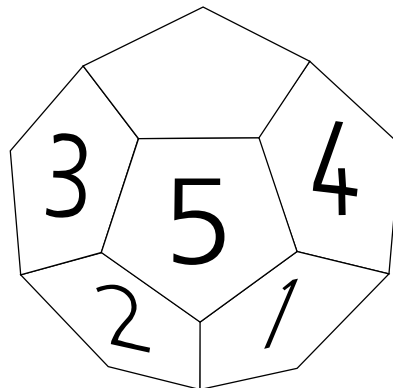


Figure 2

Dodecahedron dice are used for exchange games. In use the blank faces can mean 'miss a turn' or they can have a number added before being made up.

Adding one, ten and a hundred

Name: _____

Make these numbers with your blocks: 125, 432, 237.

Make these numbers and then change them into the number at the end of the arrow.

125 \longrightarrow 126 432 \longrightarrow 433 237 \longrightarrow 238

What did you have to add? _____

125 \longrightarrow 135 432 \longrightarrow 442 237 \longrightarrow 247

What did you have to add? _____

125 \longrightarrow 225 432 \longrightarrow 532 237 \longrightarrow 337

What did you have to add? _____

Add 10 to these numbers. Put your answers at the end of the arrows.

267 $\xrightarrow{\text{add 10 makes}}$ 141 $\xrightarrow{\text{add 10 makes}}$ 358 $\xrightarrow{\text{add 10 makes}}$ 263 $\xrightarrow{\text{add 10 makes}}$

Add 100 to these numbers. Put your answers at the end of the arrows.

267 $\xrightarrow{\text{add 100 makes}}$ 141 $\xrightarrow{\text{add 100 makes}}$ 358 $\xrightarrow{\text{add 100 makes}}$ 263 $\xrightarrow{\text{add 100 makes}}$

267 $\xrightarrow{\text{add 100 makes}}$ 141 $\xrightarrow{\text{add 100 makes}}$ 358 $\xrightarrow{\text{add 100 makes}}$ 263 $\xrightarrow{\text{add 100 makes}}$

Building up numbers 2

Name: _____

Build up these numbers. Then complete the boxes and the additions. The first one has been done for you.

258	<input type="text" value="200"/>	<input type="text" value="50"/>	<input type="text" value="8"/>	$258 = 200 + 50 + 8$
420	<input type="text" value="00"/>	<input type="text" value="0"/>	<input type="text"/>	$420 = __00 + ___0 + _____$
107	<input type="text" value="00"/>	<input type="text" value="0"/>	<input type="text"/>	$107 = __00 + ___0 + _____$
342	<input type="text" value="00"/>	<input type="text" value="0"/>	<input type="text"/>	$342 = _____ + _____ + _____$
208	<input type="text" value="00"/>	<input type="text" value="0"/>	<input type="text"/>	$208 = _____ + _____ + _____$
three hundred and fifty-nine	<input type="text" value="00"/>	<input type="text" value="0"/>	<input type="text"/>	$359 = _____ + _____ + _____$
two hundred and thirty	<input type="text" value="00"/>	<input type="text" value="0"/>	<input type="text"/>	$_____ = _____ + _____ + _____$
one hundred and nine	<input type="text" value="00"/>	<input type="text" value="0"/>	<input type="text"/>	$_____ = _____ + _____ + _____$
four hundred and one	<input type="text" value="00"/>	<input type="text" value="0"/>	<input type="text"/>	$_____ = _____ + _____ + _____$

Nearest ten and nearest hundred

Name: _____

Join each balloon to its 'nearest 10' box.

Join each fish to the 'nearest 100' fishing rod.

Fill in these boxes.

	nearest 10
73	
89	
8	

	nearest 10
38	
28	
16	

	nearest 100
408	
730	
94	

	nearest 100
883	
572	
195	