Monday – LO: to order numbers.

Today you need to put the numbers in the right order.

Example:

4 7 3

3 4 7

6 12 8

6 8 12

Monday – LO: to order numbers.

Questions:

5	7	2
6	4	1
10	12	8
19	14	22
20	2	12
19	9	39
15	10	7
21	24	18

Challenge:
Order from largest to smallest:

10	5	7
20	22	17
5	15	12
9	14	4

Tuesday LO: to find the missing number.

Go through finding the missing number with your child. Answer these questions together. There will be questions for your child on the next slide.

2 3 4

4 6 7

10 12

20 22 23

Tuesday LO: to find the missing number.

Questions:

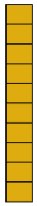
4	___	6	___
___	8	9	___
12	___	14	___
21	___	___	24
26	___	___	29

Challenge:

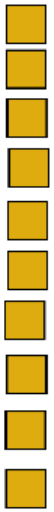
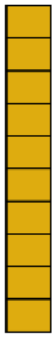
12	___	10	
15	___	13	___
___	20	19	___

Wednesday LO: to represent numbers.

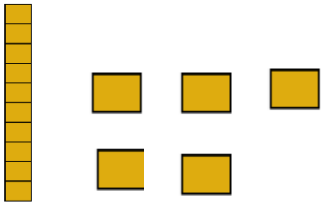
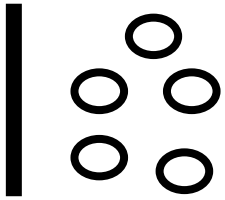
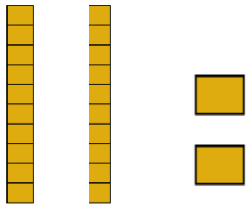
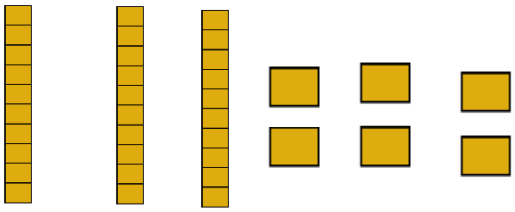
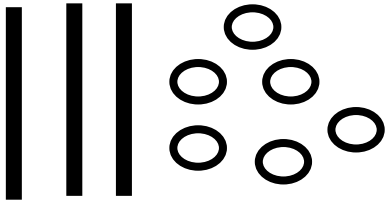
In school we use base ten to represent numbers.

 = 10

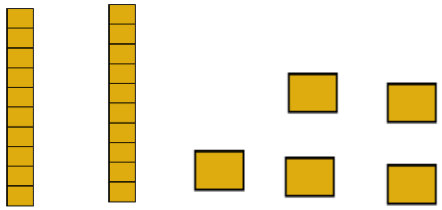
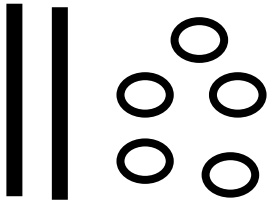
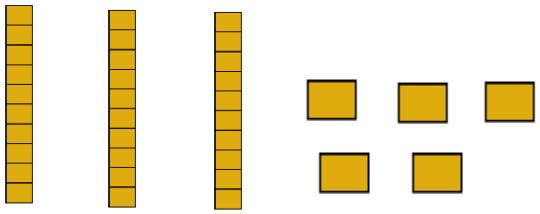
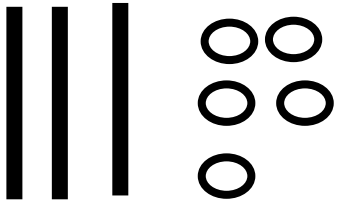
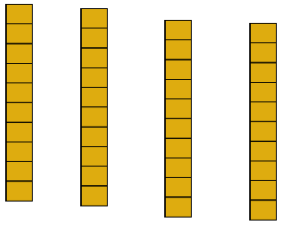
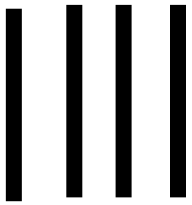
 = 1

 = 

Wednesday LO: to represent numbers. Examples:

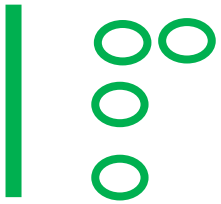
	Base 10	Drawn
15		
22		
36		

Wednesday LO: to represent numbers. Examples:

	Base 10	Drawn
25		
35		
40		

LO: to represent numbers.
Questions:

Can you represent these numbers? Draw the base ten.

14 

22
34
15
31
30
27
50
47

Thursday LO: to compare numbers.

< less than

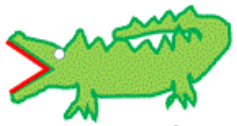
4 < 7

> greater than

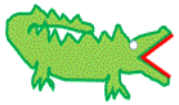
9 > 2

= equal to

5 = 5

15  12

15 is greater than 12

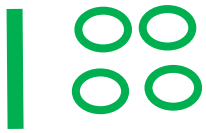
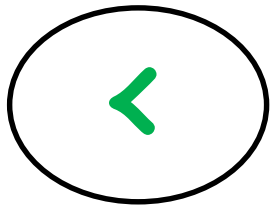
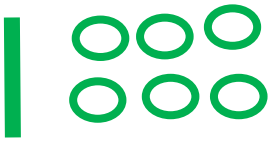
20  24

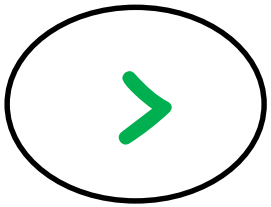
20 is less than 24

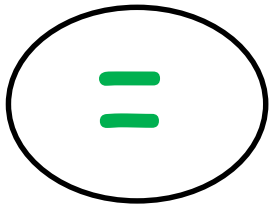
Thursday LO: to compare numbers.

Examples:

Draw the base 10 and then fill in the comparison (crocodile sign)

14   16 

20   10 

12   12 

Thursday LO: to compare numbers.

Examples:

14 ◯ 11

22 ◯ 29

30 ◯ 3

11 ◯ 26

31 ◯ 13

Remember to find the answer to the number sentence before putting in the sign.

< > =

Challenge:
Can you think of a few of your own?

Friday Hit the Button

https://www.topmarks.co.uk/maths-games/hit-the-button

Click on Times Tables. Click on tables up to 10. Click x10.

Tell the children that if the question is 2 x 10 that they need to put two fingers up and then count in 10s.