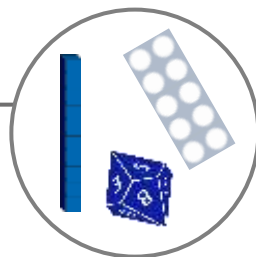


# Supporting Activities

## Count in 10s



**10 to 100:** An activity for a pair or group to be used in class or intervention to practise counting in 10s.

**Resources:** You will need a 0 to 10 spinner or a ten-sided dice and mathematical manipulatives to represent 10, for example: Base 10 or number 10 number pieces.

**Activity:** Place the mathematical manipulatives in the centre of the group. Children will take it in turns to spin the spinner or roll the dice. The number they land on will determine the number of 10 representations they need to gather. Once they have the correct number of representations, they will count in 10s to find their total number. When each child has selected and counted their 10s, the group can order their total numbers from smallest to largest. Who has the most tens? Who has the fewest?

### Example:

**Child 1:** Spins the spinner and lands on a 4. They take 4 sticks of 10 and count '10, 20, 30, 40'.

**Child 2:** Spins the spinner and lands on an 8. They take 8 sticks of 10 and count '10, 20, 30, 40, 50, 60, 70, 80'.

**Child 3:** Spins the spinner and lands on a 3. They take 3 sticks of 10 and count '10, 20, 30'.

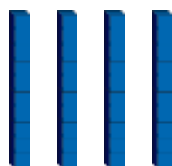
**All children:** Decide that child 3 has the smallest number, then child 1, then child 2 has the largest number.

Child 3



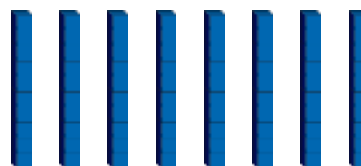
30

Child 1



40

Child 2



80

Place the manipulatives back in the centre of the group and repeat the activity.