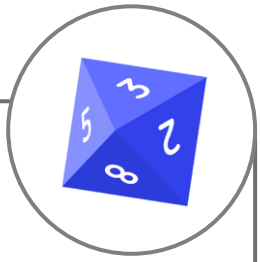
Supporting Activities

Numbers to 10,000



Tick Tock: An activity for a group to use in class or intervention to help children's understanding of the value of each digit within numbers up to 10,000.

Resources: You will need a place value chart, whiteboard pens, whiteboards, counters, base 10, arrow cards, Gattegno chart, number lines, a timer and an 8-sided dice.

Activity: In pairs, children roll the dice 4 times. Children to have two minutes to arrange the digits as a 4-digit number and represent the number in as many ways as possible. When the timer ends, they must describe their number using partitioning. To extend the activity, add in parameters, for example: the number must have X tens and Y thousands.

Example:

The digits 5, 6, 4, 8 are rolled on the dice. The timer is started.

Player 1: Creates the number 6,485. They represent their number in the place value chart, using counters, base 10, partitioning, Gattegno chart and arrow cards.

1,000	2,000	3,000	4,000	5,000	6,000	7,000	8,000	9,000
100	200	300	400	500	600	700	800	900
10	20	30	40	50	60	70	80	90
1	2	3	4	5	6	7	8	9

6	0	0	0
4	0	0	
8	0		
5			

Player 2: Creates the number 4,568. They represent their number in the place value chart, using counters, base 10, partitioning, Gattegno chart and arrow cards. The timer ends.

4,000 + 500 + 60 + 8

Th	H	T	O
●●●●	●●●● ●	●●●● ●●	●●●● ●●●●

Player 1: Describes their number as having 5 ones, 8 tens, 4 hundreds etc.

Player 2: Describes their number as having 8 ones, 6 tens, 5 hundreds etc.

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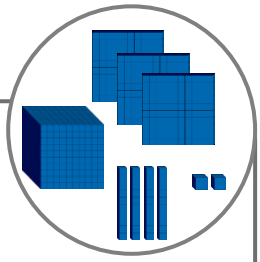
Numbers to 10,000



Randomiser: An activity for a group to use in class or intervention to help children's understanding of the value of each digit in numbers up to 10,000.

Resources: You will need a place value chart, whiteboard pens, Base 10, digit cards and cards stating + 10, + 100, + 1,000, + 10,000, – 10, – 100, – 1,000 and – 10,000.

Activity: Pick four digit cards to generate a 4-digit number. Children to place their number in a place value chart and make their number using Base 10. Pick a card of +/– 10, +/– 100 or +/– 1,000 and add or subtract the amount given to their number. They need to show this using the place value chart and the Base 10.

Example:

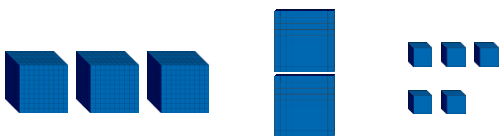
Shuffle number cards.

Player 1: Picks the digit cards 2, 9, 3 and 6 and creates the number 2,369. They make this number using Base 10. Next, they pick a card which says + 100. They write their new number as 2,469 and create this using Base 10.

2,369 + 100 = 2,469

Player 2: Picks the digit cards 5, 2, 3 and 1 and creates the number 3,215. They make this number using Base 10. Next, they pick a number card which says – 10. They write their new number as 3,205 and create this using Base 10.

3,215 – 10 = 3,205



Repeat, generating a new number each time and using a different calculation.