

# Discussion Problems

## Step 3: Tens and Ones

Teaching note: Q1 may need to be enlarged and copied onto card and help will be required for constructing the spinners. Scissors will also be needed for cutting in Q2.

### National Curriculum Objectives:

Mathematics Year 1: (1N2c) [Read and write numbers from 1 to 20 in numerals and words](#)  
Mathematics Year 1: (1N4) [Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than \(fewer\), most, least](#)

### About this resource:

As this resource is aimed at Year 1, we recommend that an adult reads the problem to children who cannot yet access it for themselves.

This resource has been designed for pupils who understand the concepts within [this step](#). It provides pupils with more opportunities to enhance their reasoning and problem solving skills through more challenging problems. Pupils can work in pairs or small groups to discuss with each other about how best to tackle the problem, as there is often more than one answer or more than one way to work through the problem.

There may be various answers for each problem. Where this is the case, we have provided one example answer to guide discussion.

We recommend self or peer marking using the answer page provided to promote discussion and self-correction.

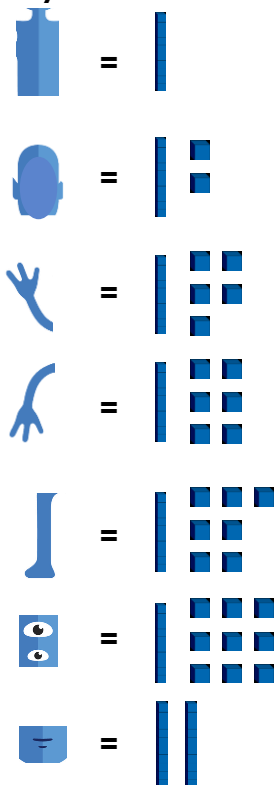
More [Year 1 Place Value](#) resources.

Did you like this resource? Don't forget to [review](#) it on our website.

# Tens and Ones

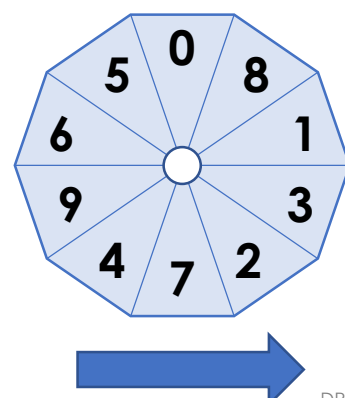
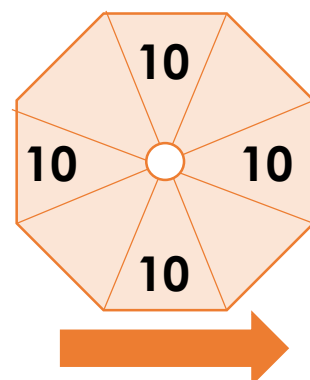
1. Let's play Alien Drive! Spin a 10 to draw the body, then spin both spinners to draw all the other body parts. Use the key to work out which numbers to you'll need to spin.

Key:



## Rules:

- You will need at least 2 players.
- Spin both spinners to make the tens and ones for each body part.
- The winner is the player who correctly spins the tens and ones for each body part and draws a complete alien *first*.



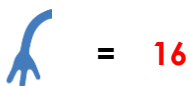
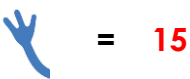
2. Cut out these cards and investigate matching the Base 10 to the numbers to create a loop.

ten		17		11	
	twelve	19		eighteen	
	fifteen	13			

# Tens and Ones

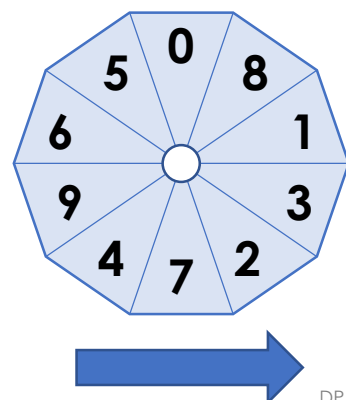
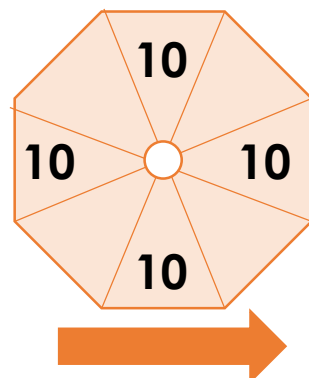
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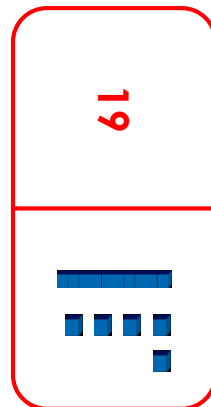
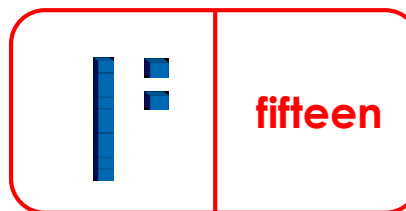
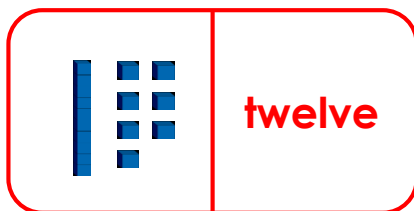
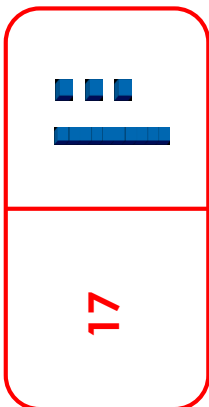
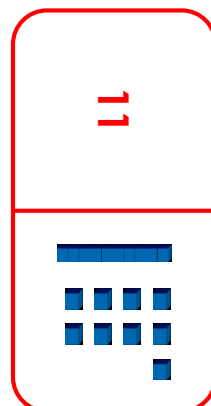
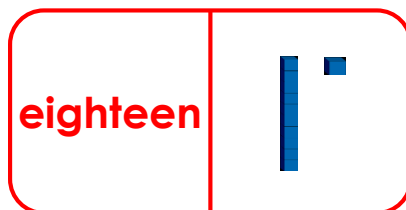
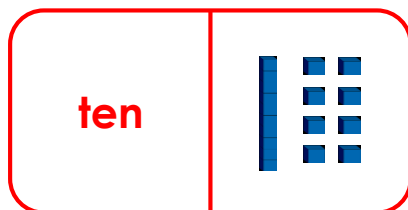
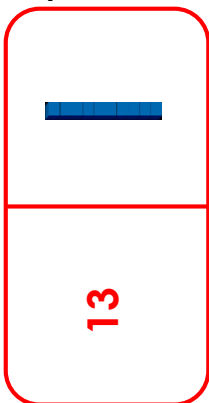
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DP

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