****

**Resources**

Objects for counting e.g. counters

Numicon

Base Ten

Number lines/grids

Board games/cards

Dice

Plates

**E3 - Session ideas**

Use Base Ten/Place Value Counters to support column addition.

Addition games e.g. using dice/spinners or playing cards to generate random 3 digit numbers to add.

Use Base Ten/Place Value Counters to support column subtraction.

Subtraction games e.g. using dice/spinners or playing cards to generate random 3 digit numbers to subtract.

Solving problems to ‘find the difference’. Inverse calculations

Partition to multiply using Base 10 or Numicon. Leading to formal column method.

Use Base Ten to support dividing 2 digit numbers by 1 digit numbers by partitioning. Leading to using place value counters for grouping to support bus stop method.

Solving word problems.

**E2 – Session Ideas**

Use Base Ten/Place Value Counters to support column addition.

Addition games e.g. using dice/spinners or playing cards to generate random numbers to 100 to add.

Use Base Ten/Place Value Counters to support column subtraction.

Subtraction games e.g. using dice/spinners or playing cards to generate random numbers to 100 to subtract.

Solving problems to ‘find the difference’. Inverse calculations.

Use items/cubes/counters for repeated grouping/repeated addition. Leading on to bar model.

Multiplication grids.

Use items/cubes/counters to share between groups. Leading to bar model.

Games e.g. selecting cards to make number sentences to solve (multiplication/division).

**E3 - Skilled areas**

3.1 Add and subtract using three digit numbers

3.2 Multiply a two digit whole number by a single digit whole number

3.3 Divide a two digit whole number by a single digit whole number

3.4 Use and interpret +, –, x ,÷ and = in real-life situations for solving problems

3.5 Use inverse operations to find missing numbers

3.6 Estimate the answer to a calculation

3.7 Recall and use multiplication facts for the 3, 4 and 8 multiplication tables

**E2 - Skilled areas**

2.1 Add whole numbers with a total up to 100

2.2 Subtract one number up to 100 from another

2.3 Multiply using single digit whole numbers

2.4 Use and interpret +, -, × and = in real-life situations for solving problems

2.5 Recall and use multiplication facts for the 2, 5 and 10 multiplication tables

**E1 - Session ideas**

Use items to combine 2 parts to make a whole.

Use items/numicon/ten frames to show ‘how many ways can you make (a given number)’.

Addition using number lines (counting on).

Addition using 10 frames, numicon, building towers etc.

Use Base Ten to support column addition.

Addition games e.g. using dice/spinners or playing cards to generate random numbers to 20 to add.

Use items to physically take away (remove items).

Use number lines to count back.

Use numicon/cubes to find the difference.

Use Base Ten to support column subtraction.

Addition games e.g. using dice/spinners or playing cards to generate random numbers to 20 to add.

Addition/subtraction in games e.g. adding points/scores. Adding numbers on

Make and solve number sentences.

Choosing + or –

Missing digit problems.

**E1 – Skilled areas**

1.1 Add two whole numbers with a total up to 20

1.2 Subtract one number up to 20 from another

1.3 Understand and use the + and – signs to solve simple number problems

**Learning Beyond the Classroom**

Shopping

Lunch in Unit

 Calculations in the community e.g. paying at a shop/cafe

Calculations in small animals, work experience, craft activities, enterprise,