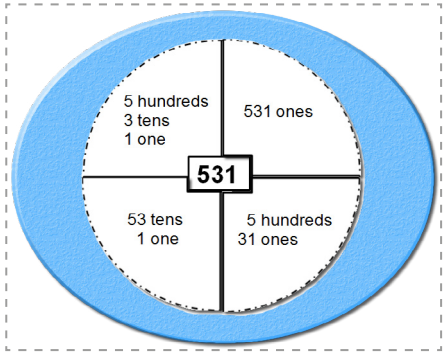
Activity 1

Number wheel

Instructions

- Select a number wheel.
- Read the three-digit number on the wheel.
- Find the matching non-standard place value partitions to complete the wheel.
- Find the matching pieces for the remaining number wheels.



Note

Use a number expander to help you find the matching pieces for each number wheel.

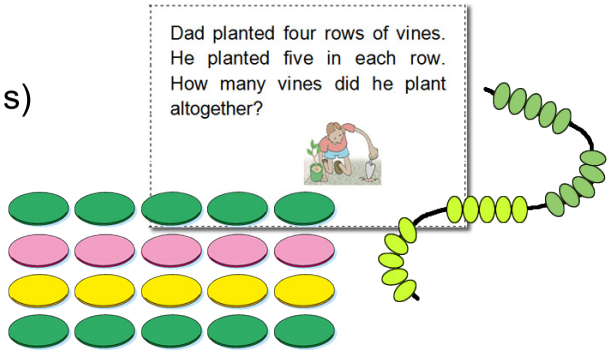
Sheet 22

Activity 2

Groups of

Instructions

- Place cards facedown in a pile.
- Turn over one card from the pile at a time.
- Choose materials (for example: dried beans, buttons) to represent the number problem on the card.
- Represent the problem as ‘groups of’ or an array
- Answer the problem.
- Have another person check your answer.
- Continue turning over cards and representing the problems with materials until there are no cards left.

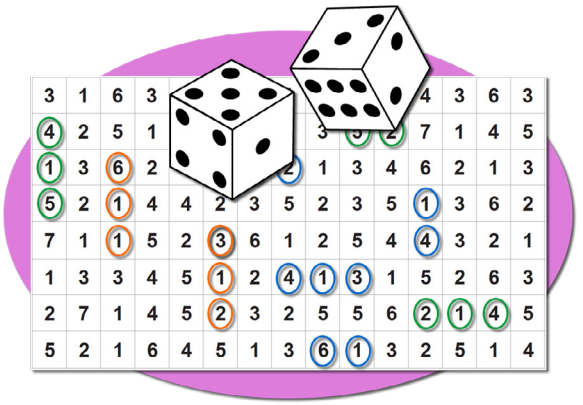


Queensland Government

Activity 3

Partitioning game

Instructions



- Work with a partner.
- Give each player 15 playing pieces (for example: 15 buttons; 15 dried beans).
- Take turns to roll two six-sided dice.
- Add the numbers on the dice (for example: 5 + 3 = 8).
- Look for sequences of numbers on the board that add to the total rolled.
- Players cover these numbers with their playing pieces (for example: when a total of 8 is rolled, a player might cover 4, 1 and 3).
- The first player to use up all 15 counters is the winner.

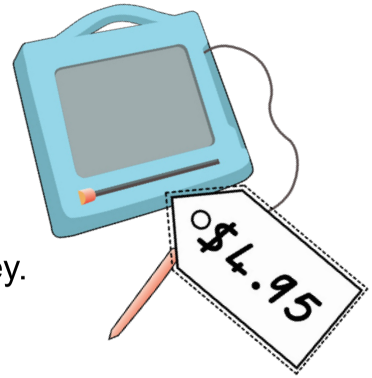
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Activity 4

Let's shop!

Instructions

- Work with a partner.
- Choose eight (8) items to sell in the shop.
- Place price tags on items to sell.
- Take turns buying and selling items with the correct amount of money.



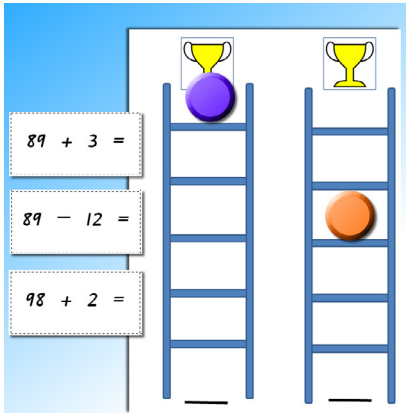
Note

The shopkeeper needs to check that the buyer has given them the correct amount of money for each item purchased.

Activity 5

Computation climb

Instructions

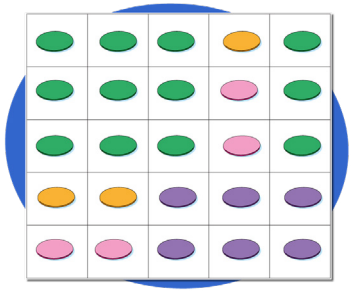


- Work with a partner.
- Place cards facedown in a pile and place a playing piece for each player at the bottom of the ladder.
- Player one selects a card and mentally calculates the number problem on the card.
- Player two uses a calculator to check player one's answer.
- If correct, player one moves up a rung on the ladder; if incorrect, player one remains where they are on the ladder.
- Players take turns mentally calculating answers and checking with a calculator.
- The first player to the cup is the winner.

Activity 6

Arrays game

Instructions



- Work in pairs.
- Taking turns, draw two numbers from the container or bag.
- For each pair of numbers, use playing pieces to cover a portion of your grid as an array (for example: if 3 and 2 are drawn, cover a 2 × 3 or 3 × 2 array or if 1 and 2 are drawn, cover a 1 × 2 or 2 × 1 array).
- If you cannot create an array in the remaining space on the grid, miss that turn.
- The first player to fill their grid with playing pieces wins the game.

