

Spotlight 3

Describes the operation of multiplying ten as 'adding a nought'

Opportunity for: reasoning; deciding whether answers are reasonable

Bingo

Time 10–20 minutes

Resources

- *Bingo! game sheet* (Resource sheet 38)
- Place value (arrow) cards (optional)

Key vocabulary

- multiplied by ten
- digit
- move one place to the left

Teaching activity

'We're going to play a **Bingo** game today, so that you will learn more about how the digits move when you multiply by ten.'

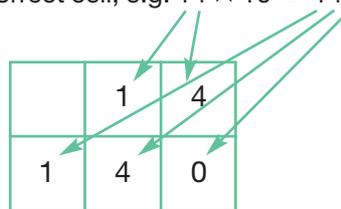
The grids of numbers and a set of recording grids can be found on *Bingo! game sheet* (Resource sheet 38).

First demonstrate the activity, explaining that numbers in the right-hand grid are numbers from the left-hand grid multiplied by ten, but muddled up!

The child should then work either individually or with you.

How to play

- 1 Select a number from the left-hand grid on the *Bingo! game sheet* and record it in the first row of the recording grid. Ensure that each digit of the number is entered in the correct cell.
- 2 The player then multiplies their number by ten and checks their answer by finding the match in the right-hand grid. The answer is then recorded in the second row of the recording grid, ensuring that each digit of the number is entered in the correct cell, e.g. $14 \times 10 = 140$:



If the child has difficulty, supplement the activity with further examples using place value cards.

3. Correct answers are shaded or crossed out on the right-hand grid. You could challenge the child to get from the left to the right, or make a pattern.

Reinforce the process of digits shifting one place to the left when a number is multiplied by ten.

? There is something very important that happens to the digits when we multiply by ten. Can you remember what it is?