



## Number pairs

Time 10–20 minutes

Has difficulty in remembering number pairs totalling between ten and twenty, resulting in calculation errors

### Resources

- Blank loop track (Resource sheet 21)
- Dice, number cards or spinners (Resource sheet 13)
- Cubes
- Counters
- Stop watch
- Number lines
- At least two children

### Check: does the child use key vocabulary?

- |                      |                  |
|----------------------|------------------|
| number pair          | add both numbers |
| add                  | makes            |
| plus                 | equals           |
| how many altogether? |                  |

### Teaching activity

‘Today we are going to play a game, **Number pairs**, to help you to remember number pairs between ten and twenty. Let’s look carefully at our spinners and look at the numbers we are going to add together.’

Select dice, spinners or cards to practise the numbers appropriate for the child, for example hexagon spinners from Resource sheet 13 could be filled in with numbers from 4 to 9 so that when two numbers are added together they make totals between 8 and 18.

Prepare the blank loop track (Resource sheet 21), perhaps with some coloured stickers or decoration to fit with the child’s interests or a class theme.

Children can cooperate to play this game, and they can time themselves aiming to get quicker as they have more practice.

### How to play

1. Each player or pair puts their counter on the starting position. Timing can be started using the stop watch if appropriate, perhaps timing how long it takes to go three times round the track.
2. The first player or pair spins two numbers, maybe 7 and 6. They try to add these numbers in their heads, or use a number line or cubes as support.
3. The total of the two numbers represents the counter move on the track.
4. Then the other players spin two numbers and make their moves, and so on.
5. After three circuits have been completed, the time taken can be recorded. The next time, players can aim to achieve three circuits more quickly.

### Variations

- Race around the track three times to see who is first.
- Play with harder numbers, making pairs up to twenty.
- Play with another spinner and add three numbers each time.