

Spotlight 5: a learning check

Still counts in ones to find how many there are in a collection of equal groups; does not understand vocabulary, for example, 'groups of', 'multiplied by'

Opportunity for: explaining and discussing

Race to fifty pence

Time 15–20 minutes

Resources

- 2p and 10p coins (possibly 1p coins)
- Money counting boards (one for each player or pair)
- At least two children
- Dice 1–4 or a spinner marked 1–4
(Resource sheet 13) (possibly 1–6 dice)
- Timer

Check: does the child use key vocabulary?

- | | |
|---------------|------------|
| count in twos | count |
| count in tens | altogether |
| how much? | column |

Teaching activity

This game can be played as a race, or by pairs cooperating, maybe with a timer to see how long they take.

'Today we are going to play a game called **Race to fifty pence**. It will help you to count in twos and in tens.'

How to play

1. Each pair or player takes turns at spinning the spinner. They then win that number of 2p coins and put those in the 2p column.

? Count these coins in twos. Do you have enough 2p coins to exchange for a 10p coin?

2. When a player or pair has five 2p coins, they must explain how they are going to exchange that ten pence for a 10p coin and put that in the ten pence column.
3. Play until someone reaches fifty pence.

Variations

- Set the timer and see how much money one pair can collect in five minutes.
- Play with 1p coins and 10p coins and bigger numbers on the dice or spinner, for example a 1–6 dice and race to collect £1.

Learning outcomes

By the end of this set of activities, children should be able to:

- tackle related learning tasks with increased motivation and confidence;
- use and understand connected mathematical vocabulary;
- count in twos, fives and tens.