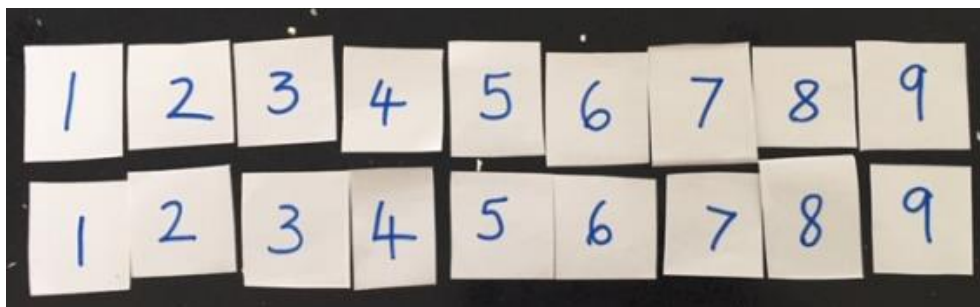


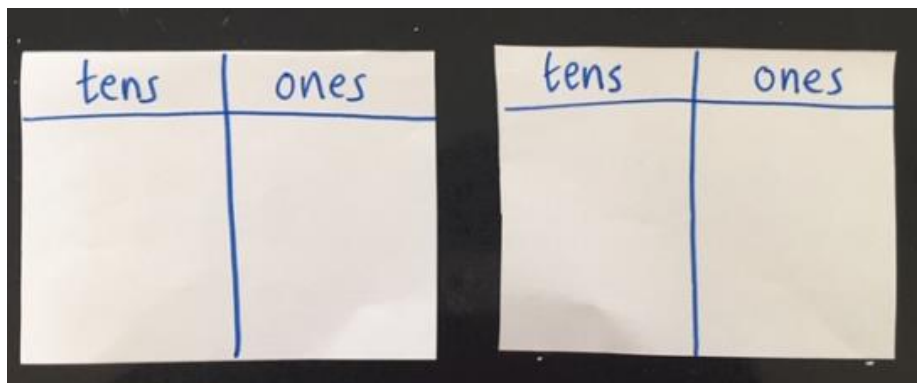
Nice and Nasty Week – Place Value Y1/2

You will need:

- Someone to play the games with each day; this could be a toy such as a teddy or an imaginary character such as Lola. Choose someone you know won't cheat!
- A piece of paper cut into eighteen pieces to make two sets of numbers from 1 to 9 (or use playing cards ace to nine from two suits).



- A piece of A4 paper cut in half and made into two place value game boards (see below).



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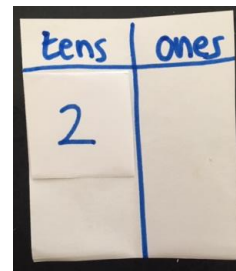
Nice and Nasty Week – Place Value Y1/2

Day 1

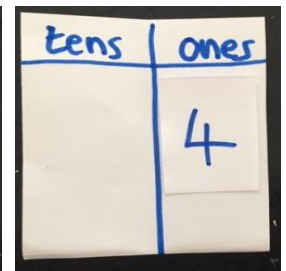
Aim of the game: To make the **largest** number

- Each player needs a set of number cards 1 to 9 and a place value game board.
- Each player shuffles their cards and places them face down in a pile in front of them.
- Players take it in turns to turn over their top card and decide where to place it on their game board (if you are playing against a teddy or a character you must play for them as well). For example:

- Ella turns over a 2 and puts it in her tens column to make it worth twenty. Mark turns over a 4 and decides to put it in his ones column making it worth four.

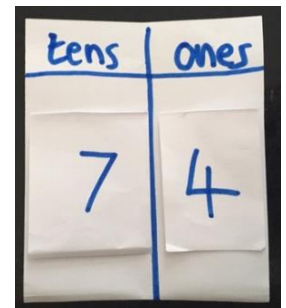
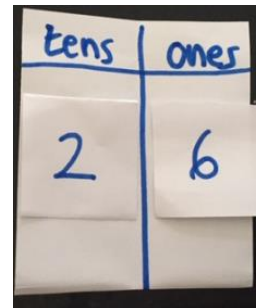


Ella



Mark

- Next Ella turns over a 6 and puts it in her ones column; she now has 26.
- Mark turns over a 7 and puts it in his tens column; he now has 74.
- Mark wins because he has the biggest number: 74 is bigger than 26.



- Whoever has the largest two-digit number wins 10 points.
- Play again and again until someone reaches 50 points.
- How are you deciding where to put each number?
- Where's the best place to put a 5?
- What's the largest number you can make? Explain why.

Notes for adults working with groups of children

- To support children in deciding where to put their cards Numicon, bead strings or Base 10 could be available.
- Encourage the children to read the two-digit numbers aloud – do **NOT** accept children reading them as single digits (for example one four instead of fourteen).

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Nice and Nasty Week – Place Value Y1/2

Day 2

- Today you are going to play the same game as yesterday but the aim is to make the **smallest** number.
- For example:
 - Mark turns over an 8 and puts it in the ones column on his game board.
 - Ella turns over a 3 and puts it in her tens column, making it worth 30.
 - Next Mark turns over a 4; he must put it in his tens column so he makes the number 48.
 - Ella turns over a 9; she must put it in her ones column and so she makes 39.
 - Ella wins because she has the smallest number; 39 is smaller than 48.
- Whoever has the smallest two-digit number wins 10 points.
- Play again and again until someone reaches 50 points.
- How are you deciding where to put each number?
- What's the smallest number you can make? Explain why.

Notes for adults working with groups of children

- To support children in deciding where to put their cards Numicon, bead strings or Base 10 could be available.
- Encourage the children to read the two-digit numbers aloud – do **NOT** accept children reading them as single digits (for example one four instead of fourteen).

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Nice and Nasty Week – Place Value Y1/2

Day 3

- Today you are going to play a nasty version of the game you played on Day 1; the aim is to make the **biggest** number.
- Take it in turns in the same way but this time when you turn over a card you can choose to put it on your opponent's board. For example
 - Ella turns over a 5 and decides to put it in her ones column.
 - Mark turns over a 4 and puts it in his ones column.
 - Next Ella turns over a 2 and decides to put it on Mark's board to make his number 24.
 - Mark turns over a 7 and has no choice but to put it on Ella's board making her number 75.
 - Ella has won because she has the biggest number; 75 is bigger than 24.
- Whoever has the largest two-digit number wins 10 points.
- Play again and again until someone reaches 50 points.
- How are you deciding where to put each number?

Notes for adults working with groups of children

- To support children in deciding where to put their cards Numicon, bead strings or Base 10 could be available.
- Encourage the children to read the two-digit numbers aloud – do **NOT** accept children reading them as single digits (for example one four instead of fourteen).

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Nice and Nasty Week – Place Value Y1/2

Day 4

- Today you are going to play the nasty version of the game you played on Day 2; the aim is to make the **smallest** number.
- Take it in turns and remember that when you turn over a card you can choose to put it on your opponent's game board or your own game board.
- Whoever has the smallest two-digit number wins 10 points.
- Repeat until someone reaches 50 points.
- How are you deciding where to put each number?

Notes for adults working with groups of children

- To support children in deciding where to put their cards Numicon, bead strings or Base 10 could be available.
- Encourage the children to read the two-digit numbers aloud – do **NOT** accept children reading them as single digits (for example one four instead of fourteen).

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Nice and Nasty Week – Place Value Y1/2

Day 5

- Today you can choose to play a nice or nasty game and can choose the aim of the game: making the biggest number or making the smallest number.
- Is there a winning strategy for each of these games?
- Can you think of a different way to play the game?

Notes for adults working with groups of children

- To support children in deciding where to put their cards Numicon, bead strings or Base 10 could be available.
- Encourage the children to read the two-digit numbers aloud – do **NOT** accept children reading them as single digits (for example one four instead of fourteen).
- Encourage the children to think of their own variations of the game and try these out.

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