

**Learning intentions :-**

- to read and write and order whole numbers to at least 100.
- to know what each digit in a two digit number represents including 0 as a place holder.

**Resources:-**

- 0-99 number grid (large)
- Blank 0-99 grid (Resource sheet 2)
- Post-it labels
- Set of 0-99 cards (Resource sheet 5)
- Set of 0-9 cards per pupil (Resource sheet 3)

**Activities:-**

1. Using the 0-99 grid, count forwards and back in ones from given numbers going over the ten numbers (e.g. from 45 to 67 and back) . Repeat from different starting points. A signal (Tap on the desk) can be used to change direction, Encourage a good pace. This can also be done counting around in a circle.
2. Ask the children to see the 0-99 grid in their heads and repeat the activity
3. Shuffle the 0-99 cards and pick one at a time, holding them up and asking the children to say the number and write it on a 'post it' and put it in the correct place on the grid. Discuss how they find the place and the pattern of numbers. Introduce, if they do not, that the numbers go along in ones and up and down in 10s.
4. Show a blank 0-99 grid. Tell the children they are going to put numbers on. Start with 0 and 99—Where do they go? Fill in the top row to 9. Where does 10 go? Can they put 14 in? Discuss how. Start to jump around the grid, asking how they find the correct place for a number. Use rows and columns.

**How do you know where a number goes? How you count along a row?  
How do you count up or down a column**

**Vocabulary**

**order, more, less, ones, zero, tens, after, before,  
backwards, forwards, up, down, pattern**

**Play the 0-99 Square Game on worksheet 1.3**

Children can play in pairs or groups of 3

They need a different coloured pencil each, 2 sets of 0-9 cards or a pair of dice numbered 0-9.

**To Play**;-Choose a coloured pencil each. Take it in turns to draw two cards or throw two dice. Arrange the digits to make a number between 1 and 99. Write the number in the correct space on the grid in their colour. If they cannot go, miss a turn.

**Remind them they can make two numbers with two digits. 7 and 4 can make either 74 or 47; 0 and 2 can be 20 or 02**

**To Win**;- Colour the most numbers in. For a shorter game, be the first to colour in a line of three numbers in their colour in any direction vertical, horizontal or diagonal