

ADDITION AND SUBTRACTION GROWTH POINTS

0. Not apparent.

Not yet able to combine and count two collections of objects.

1. Count all (two collections)

Counts all to find the total of two collections.

2. Count on

Counts on from one number to find the total of two collections.

3. Count back/count down to/count up from

Given a subtraction situation, chooses appropriately from strategies including count back, count down to and count up from.

4. Basic strategies

(doubles, commutativity, adding 10, tens facts, other known facts)

Given an addition or subtraction problem, strategies such as doubles, commutativity, adding 10, tens facts, and other known facts are evident.

5. Derived strategies

(near doubles, adding 9, build to next ten, fact families, intuitive strategies) Given an addition or subtraction problem, strategies such as near doubles, adding 9, build to next ten, fact families and intuitive strategies are evident.

6. Extending and applying addition and subtraction

Using basic, derived and intuitive strategies Given a range of tasks (including multi-digit numbers), can solve them mentally, using the appropriate strategies and a clear understanding of key concepts

7. Extending and applying addition and subtraction strategies

Fractions and decimals

Activities

Build to ten: Take turns with your partner in turning over one card each. Keep adding the cards together as you turn them. Once you get to a multiple of ten, that player takes all the cards, and you start again.

Overs and Unders:

(dice required) Player closest to 1000 wins after 7 rolls of the dice. Making numbers in a place value table and adding as you go.

Get out of my house:

Each player has 10 different coloured counters and an a grid to share with numbers 0-20. Children take it in turns of rolling two dice. They may add or subtract to make an answer with the two dice. One of the counters in placed on that number. If your opponent has the same answer, they can say 'get out of my house,' and remove your counter. You can adapt this game by playing with more dice, or changing the numbers on the grid.

Heads high, tales low:

Each player starts with a score of 250. Players take turns to roll the two dice and use the digits to make a two digit number. i.e. if you roll a 5 and 2, you can make 52 or 25. Once the player has chosen their number, they then toss a coin. If it lands heads, they add their two digit number to their total. If it lands tails, they subtract from their total. The aim of the game is to reach either 0 or 500.