

Groupings of 10 and 5 in numbers to 100.

Purpose:

The purpose of this activity is to help your child to learn the number of groups of 10 and 5 in numbers to 100.

Link to the Number Framework:

Place value, Stage 6

What you need:

Pack of playing cards. (Ace = 1 Jack = 0)
Score card and pencil

What to do:

Each player draws themselves a score card like this:

Number of 10s	Number	Number of 5s
1		
2		
3		
4		
5		
6		
7		
8		
9		

Te maha o ngā 10	Te tau	Te maha o ngā 5

Shuffle the cards and place them face down between the two players.

The first player draws two cards from the pile and makes a number by arranging the two digits. The cards 2 and 3 can be arranged as 23 or 32. The player works out how many tens are in the number.

The number is then written in the second column on the score card. For example 23 would be written in the second column of the scorecard next to the 2.

The player then works out how many 5s are in the number either by instant recall, skip counting or by recognizing the pattern between the number of 10s and the number of 5s in a number.

Talk about how many numbers remain after the groups of 5 have been counted. For example there are 4 groups of 5 in 23 and 3 left over.

The cards are placed at the bottom of the pile and the next player then has their turn.

Shuffle the cards occasionally between turns.

The winner is the first person to fill in each space on the scorecard.

What to expect your child to do:

- They should instantly recall the number of 10s in the number.
- Initially they will find the number of 5s in the number by counting in fives. They should progress to quickly recalling the answer.

He Kupu Māori:

pack of cards	pūkei kāri
skip count in fives	tatau mawhiti-rima
two digit number	tau mati-rua
score card	kāri whiwhinga