

Mental Maths starters

Learning objective

(Y4) Read and write numbers in words to 1000.

You will need

Individual whiteboards; pens and erasers.

1 Write my number

What to do

- Write a two-digit number on the board and ask the children to write it in words.
- Repeat for a range of three-digit numbers including those with zero in the 'tens' position, and those such as 413, which end in a 'teens' number.
- For older children, repeat with four-digit numbers, including some with zero place-holders.

Target questions

- What number is ten more than ...?
- What number is 100 less than ...?

Learning objective

(Y4) Say the number names to at least 10 000.

You will need

Number lines from 0 to 1000, and from 0 to 10 000; markers to record progress.

2 What's my number?

What to do

- Tell the group that you are thinking of a number between zero and 1000 for them to guess. Say: *You may only answer 'higher' or 'lower' to any suggestion.*
- Take a guess from a child and mark the appropriate space on the number line. As guesses are taken, refine the search down with markers to give the lowest and highest extremes of the number range. Encourage the use of full sentences with precise mathematical language.
- Repeat the activity, but encourage the children to improve on the number of guesses made. Continue with a number line from 0 to 10 000.

Target questions

- Can you find a good strategy for getting the answer quickly?
- What would be a 'better' word than bigger?

Learning objective

(Y4) Order two-digit and three-digit numbers.

You will need

Two sets of 0-9 number cards.

3 Get in order

What to do

- Organise a group of about five or six children. Shuffle and deal two sets of number cards, until each child has three cards. Keep the remainder of the cards.
- Ask the children to make a three-digit number from their cards and then to assemble themselves in order. The person with the lowest number raises their hand.
- Time the group and repeat with other groups of the same size. If you prefer a more hectic alternative, divide the class into two and pass out three sets of number cards to each group. Each group shares its cards until all are dealt, then assembles in order.

Target question

- Does your choice of number help your group? How?