Spotlight 3

Has difficulty in partitioning numbers with zero place holders and/or numbers less than one, for example partitioning 0.45 as 0.4 and 0.05

Opportunity for: solving problems with money

Watch out for red!

Time 10–15 minutes

Resources

- Standard 1–6 dice with a red sticker on the 6 (or use the spinners on Resource sheet 13+)
- Money place value board for each child or pair
- £1, 10p and 1p coins
- At least one other child

Key vocabulary

zero	units/ones
place holder	decimal
column	tenth
hundreds	hundredth
tens	partition

Teaching activity

'Today we are going to play a game called **Watch out for red!** It will help you to learn more about zeros marking places in numbers when there is no other digit. It's called **Watch out for red!** because if you spin red on the spinner (or throw a red on the dice) you lose all the 1p coins you have, so you must aim to exchange your 1p coins as quickly as possible.'

How to play

1. The aim of the game is to end up with a total of four hundred pence on the board, but this will be in £1 coins and 10p coins as well as 1p coins.

2. Players mustn't go over four hundred pence or they are out!

3. Players take turns to spin the spinner and then take the number of coins in their spin. Players can take any combination of coins to make the number of coins they spin. So if they spin 4, they could take two £1 coins and two 10p coins.

4. They put their coins on their board and must say and record the number of pence they have altogether.

£	10p	1p
1	0	8

? **How would I write two hundred and twenty pence in pounds?** *(£2.20)*

5. Each player should keep a running total. Remember not to go over four hundred!

6. If anyone spins red, everyone loses all their 1p coins!

Make sure the children understand which column coins go in as the game goes on.

Remind them that if someone spins red, everyone will lose all their 1p coins. 10p and £1 coins are safe, but not 1p coins, so they must exchange these as soon as they get ten of them.

? **Have you got enough 1p coins to exchange to get a 10p coin? Which column does the 10p go in? Why?**

> If the child has difficulties with exchanging 1p coins for a single 10p, you could make a strip of ten drawings of 1p coins and encourage the child to put any winnings of 1p coins on the strip so that they can see when they need to exchange.

You could record for each child how much they have altogether, asking them to read the numbers of their running total.

> Eli's score
>
> 320 + 7+ 3

'How much is forty-three thousand pence? How many 10p coins is that?