

# Colin and Coco's Deliberate Practice

Year 1 Unit 1

Number and Place Value  
(Up to 30)





# Contents

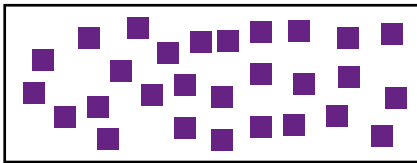
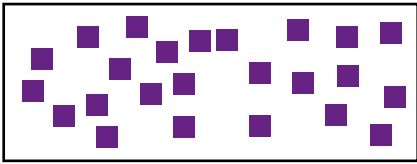
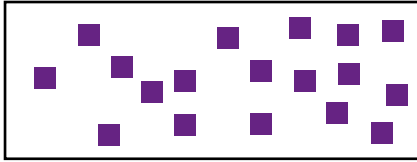
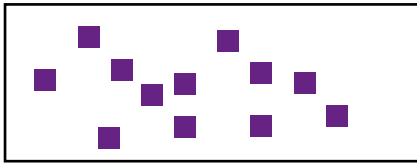
This pack of deliberate practice is designed to be used flexibly to secure the manageable steps of this unit.

The table below indicates which activities are linked to which manageable steps.

	Do It	Challenge It	Play It
Say the number sequence to thirty	1		
Represent numbers to thirty	1	1	
Count accurately up to 30 objects	1	1	1
Within the range 0 -30 count forwards from a given number to another given number	2		
Within the range 30 - 0 count backwards from a given number to another given number	2		2
Recognise the patterns in the number sequence 0 - 30		2	
Read numbers 0 - 20 in words and write using numerals	3		
Read numbers 0 - 20 in numerals and write in words	3		
Represent numbers 0 - 30 on a number line		3	
Estimate numbers on a number line			3
Compare numbers identifying which one is more	4		4
Compare number identifying which one is less		4	4
Order numbers	5		
Find 1 more than a number up to 30		5	5
Find 1 less than a number up to 30		5	

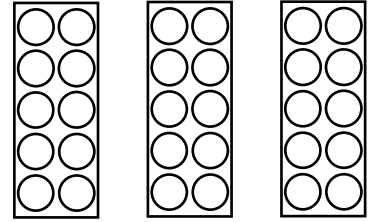


Count how many.

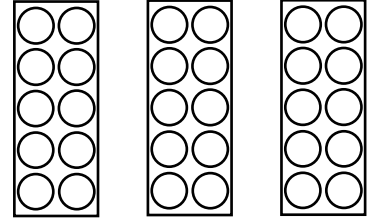


Represent these numbers.

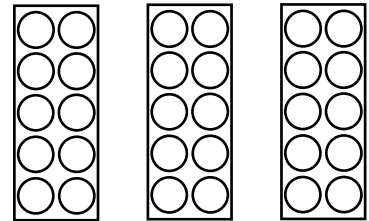
19



24



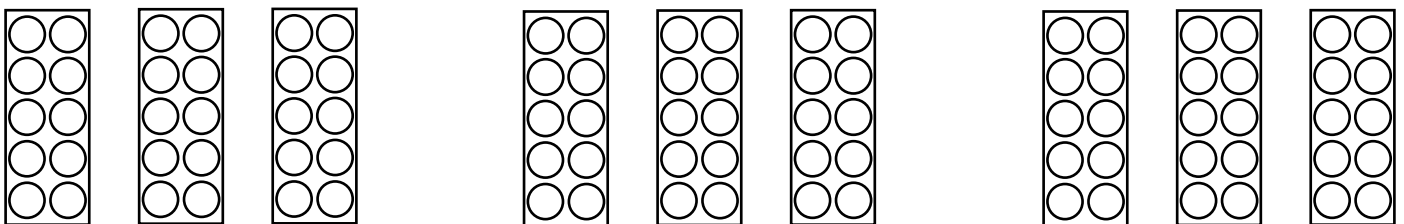
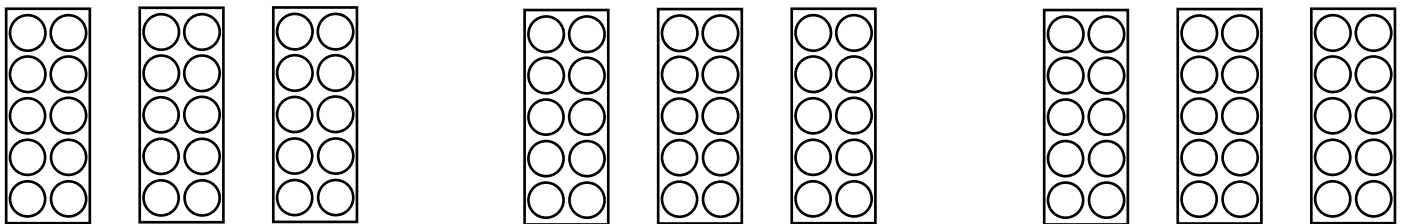
28



Do It 1

Challenge It 1

Represent 27 in 6 different ways in three tens frames.



Now change them so there are 28 in each set of tens frames.



# Counting Game

Play It 1

You need:

1 - 6 dice

Tens frames and counters

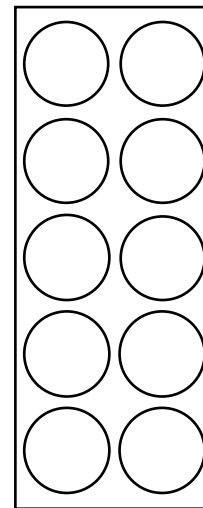
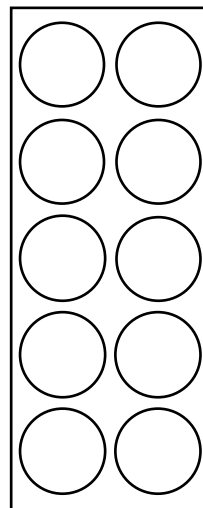
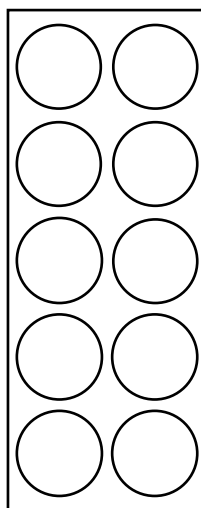
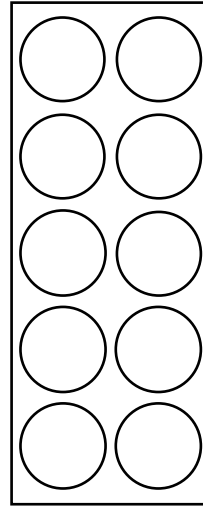
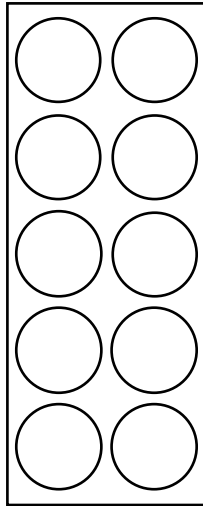
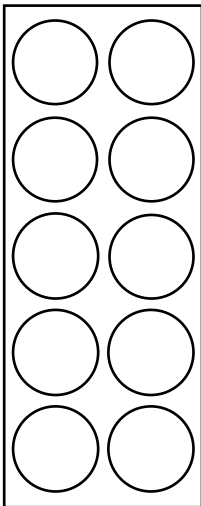
To play:

Each player has three tens frames.

Take turns to throw the dice and collect that number of counters. Place them onto your tens frame then count all your counters aloud.

To win:

The winner is the first player to fill their three tens frames. (You do not need to fill them exactly, just get 30 or over.)





Do It 2

Count up from:

Count back from:

7 to 11

11 to 8

10 to 15

14 to 11

21 to 24

26 to 23

18 to 23

22 to 17

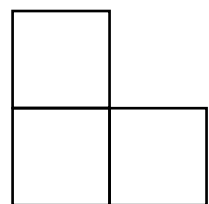
27 to 30

30 to 26

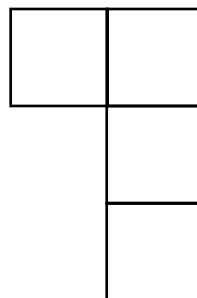
Challenge It 2

Look at a 1- 30 grid.

What numbers could be in a shape like this cut from the grid?



What numbers could be in a shape like this?





# Count Forwards and Backwards Game

Play It 2

You need:

0 - 30 cards

To play:

Shuffle the cards and put them in a deck, face down.

Turn over a card. That is the number you start on.

Turn over another card. That is the number you end on.

Score 1 point for counting correctly.

If you say 'ten' score 1 extra point.

If you say 'twenty' score 1 extra point.

For example:

Player 1: Turns over 14

Turns over 22

Counts aloud, 14, 15, 16, 17, 18, 19, 20, 21, 22

Player 1 scores 1 point for counting correctly and 1 point for saying 'twenty'.

Player 2: Turns over 19

Turns over 12

Counts aloud 19, 18, 17, 16, 15, 14, 13, 12

Player 2 scores 1 point for counting correctly.

To win:

The winner is the first player to score 7 points.



Do It 3

Write these as numbers.

Write these in words.

seven

6

ten

3

thirteen

14

sixteen

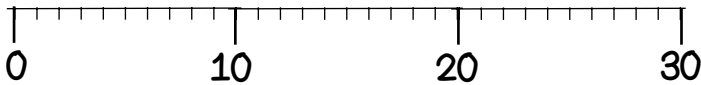
12

twenty

19

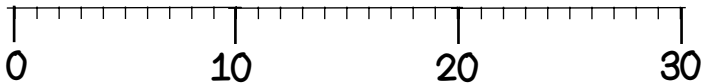
Challenge It 3

On the number line, plot every number that has a 5 digit.



On the same line, plot every number that has a 6 digit.

Now plot every number that has a 2 digit.





# Plot It Game

Play It 3

You need:

0 - 30 cards

Landmarked number line

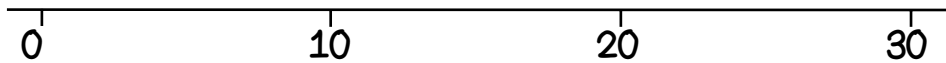
To play:

You need a deck of 0-30 cards shuffled, face down, and a 0-30 landmarked number line.

Take turns to pick a card and convince your opponent where you are going to plot the number on the number line.

To win:

The winner is the first player to plot 4 points without any of their opponent's points in between.



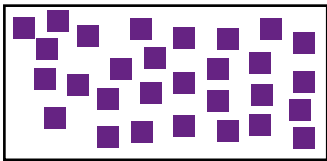
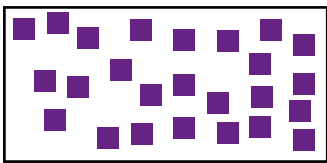
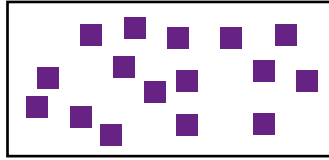
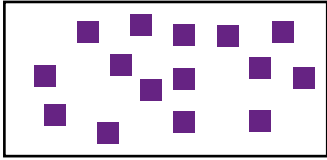
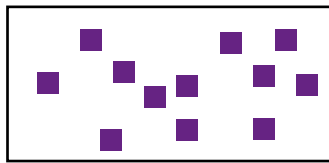
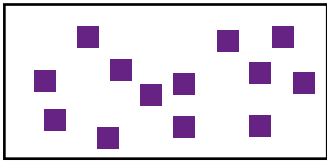




Do It 4

Tick the set that has more.

Circle the number that is more.



6                      4

13                     8

14                     12

22                     24

19                     21

30                     13

Challenge It 4

Complete this statement in several different ways.

1  is less than 1

Is there a digit that cannot go in the first empty box?

Complete this statement in several different ways.

2  is less than 2

Is there a digit that cannot go in the second empty box?



# Tens Frame Game

Play It 4

You need:

Three tens frames each

Fifteen counters each

0 - 9 dice (or cards)

To play:

Both players start with 15 counters in their tens frames.

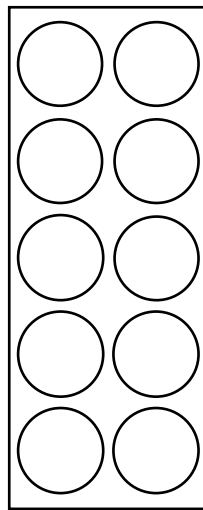
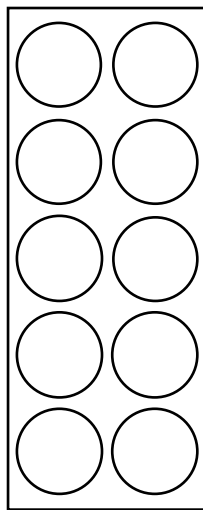
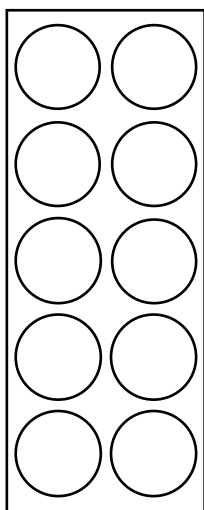
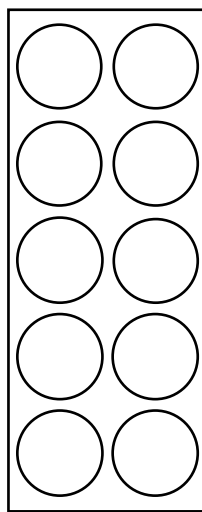
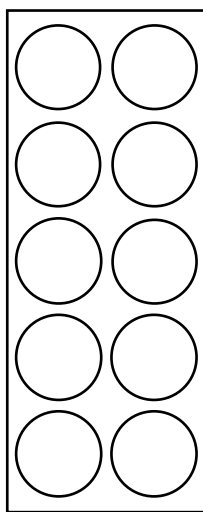
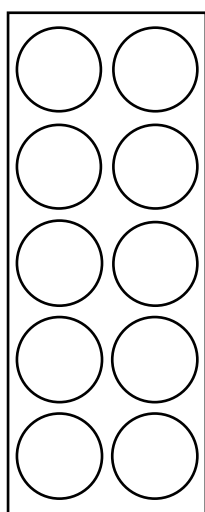
Take turns to throw the dice and give that number of counters to your opponent.

Then say aloud, "I have less than you , so you have more than me."

Or, "I have more than you so you have less than me."

To win:

The winner is the player to get 30 counters.





Do It 5

Put the numbers in order from smallest to largest.

Put the numbers in order from largest to smallest.

11, 10, 12

11, 13, 12

18, 17, 19

14, 7, 10

21, 28, 18

26, 19, 23

23, 30, 29

22, 29, 21

27, 21, 30

20, 30, 28

Challenge It 5

Match numbers, so the first number is 1 less than the middle number, and the last number is 1 more than the middle number. Fill in the missing numbers.

1 less



1 more



24
18
10
19
12
28
26

11
25
13
29
19
27
30

14
31
12
20
26
21
28



# 1 More Game

You need:

1 More Game Board (at the bottom of this page)

10 - 29 cards

A pile of counters for each player

To play:

Shuffle the cards and put them face down in a deck.

Take it in turns to turn over a card and cover one more than that number anywhere on the board. Place the card into a new pile.

Once the deck is finished, shuffle the cards and carry on playing.

To win:

The winner is the first player to cover four numbers in a line, horizontally, vertically or diagonally.

11	21	18	15	22	26	28	17
17	19	24	21	13	16	23	21
30	12	27	14	24	27	12	25
20	15	22	27	14	23	20	27
18	28	13	26	15	24	13	11
16	30	16	23	28	25	28	18
19	25	20	14	30	19	24	22
29	17	11	29	25	12	26	29