

Complements

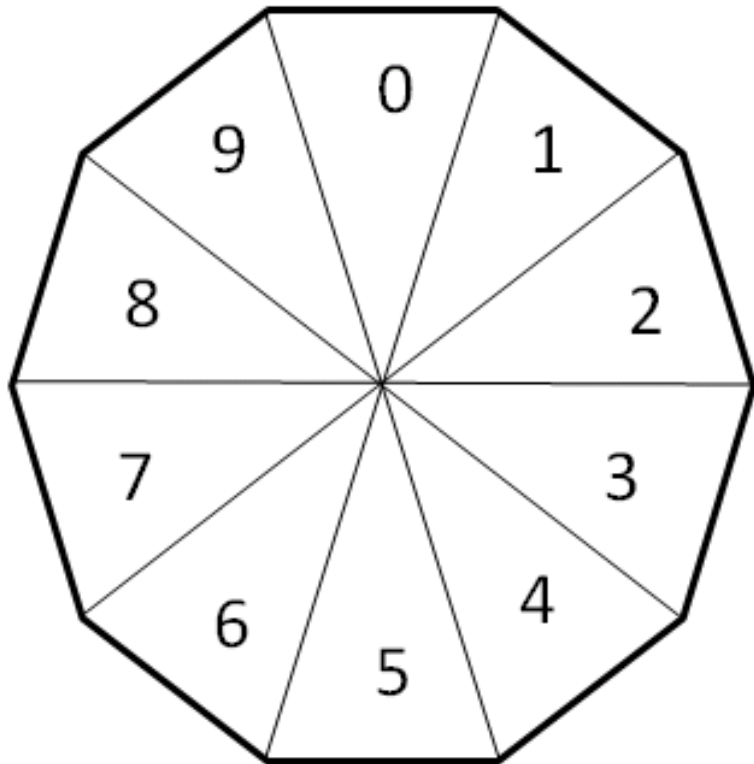
Skill to be learnt: To recall number pairs that total 100.

What you will need: 0 – 9 dice or spinner, 1 – 100 grid, counters.

How to play: Players take turns to throw the dice to generate a two digit number. They then cover the complement to this number on the 100 square e.g. if you generate a 23 you would cover 77 on the 100 grid. The first player to cover 3 in a line wins.

Talk points: Discuss strategies for working out what the complement to the number you have generated would be. For example if you generate 23 you could encourage your child to work out how many they need to count on to reach the next multiple of 10 (+ 7 to get to 30) and then count in 10's to 100 (7 tens = 70) so the complement to 23 is 77. Children could use an empty number line to show their workings.

Extension of this game: Play the game with complements to one with decimals (initially once decimal place and then two decimal places).



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100