

Jump on

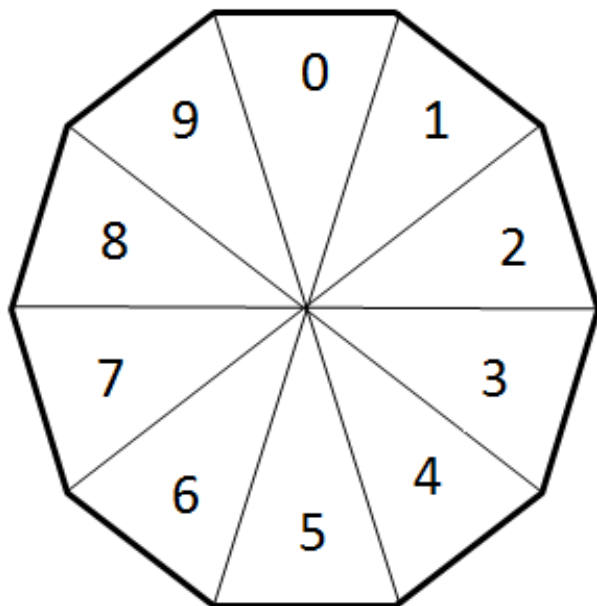
Skill to be learnt: To add or subtract mentally a one-digit number or a multiple of 10 to or from any two-digit number.

What you will need: Blue/red 1-100 grid, counters, dice or spinner.

How to play: Players start at 1. Take it in turns to throw the dice and move their counter. If they land on blue, move on 10. If they land on red, move on 5. The winner is the first to reach 100.

Talk points: When adding 10 encourage your child to move vertically down one square for adding 10 (rather than moving horizontally along 10 squares). Discuss what is happening to the number – the tens gets one bigger while the units digit remains the same. When adding other numbers always ensure your child starts counting on from the next square not the one their counter is currently on.

Variation of this game: Change the numbers you have to move on when landing on a red/blue square. Change to 'Jump back' by starting at 100 and subtracting when you land on a red/blue square. The first to reach 0 is the winner.



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