Big Ideas in Number Resource Information

Big Ideas in Number Focus Area: **Place Value**

Name of Game or Activity: Building Numbers

Instructions: Choose a number card and place it on the builders sign. Count out the same amount of nuts as the number on the sign. Then make groups of 10 nuts and place them on the bolt. If you can make a group of 10 then you can put the bolt in the tens column. Any leftover nuts can be put in the ones column.

How many tens and ones make up your number?

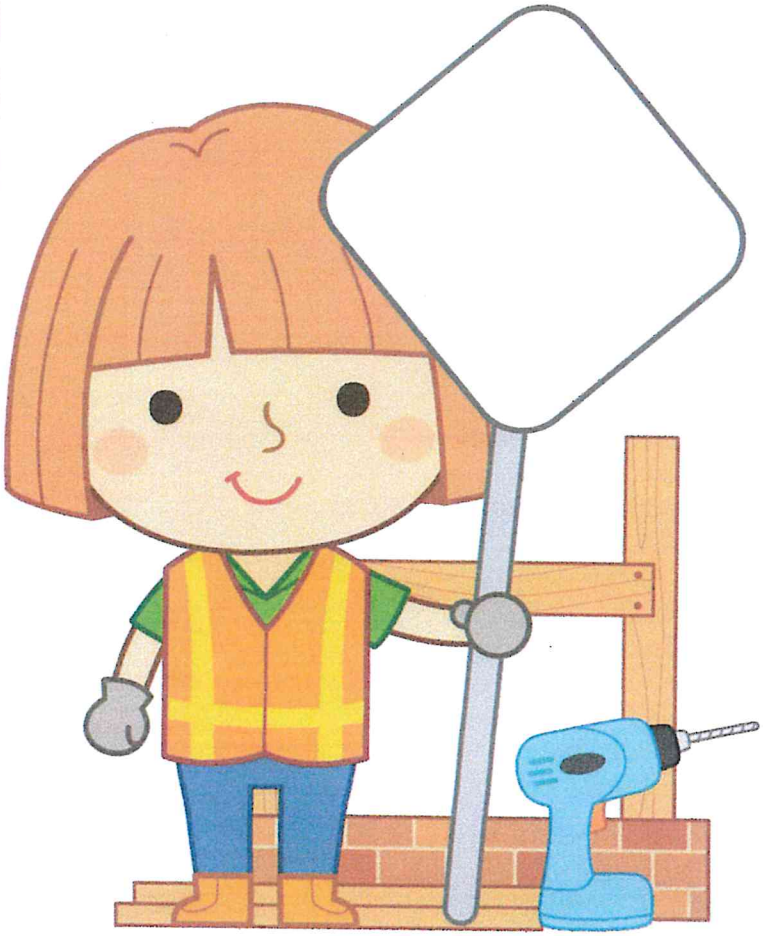
What is your number?

Resources: Building Number mat, set of number cards, large bolts and nuts.

BliN Micro Content

Order of digits makes a difference	X
Additive property – The quantity represented by the whole numeral is the sum of the values represented by the individual digits	X
Positional property – The quantities represented by the individual digits are determined by the position they hold within the whole numeral	X
Base 10 property – The value of columns or positions increases by a power of 10 moving right to left and decreases by a power of 10 moving from left to right	X
Multiplicative property – The value of a number is determined by the products of its face and place values	
There are patterns in the way we read and say numbers	X
There are patterns in the way we write numbers	X
Patterns in the number system can help us build other numbers	
Place value columns have names	X
Zero can hold a place	X
A 10 group is seen as a special entity which can be counted	X
The term 10 group can be applies to 'ten tens' or 'ten hundreds' and so on	
We can skip count by ten, hundred etc. both forwards and backwards in place value parts	
Numbers can be partitioned in flexible ways using standard and non-standard partitions	
Number partitioning can be shown as indicative of digit value and place value. For example, 26=20 + 6 or (2x10) + (6x1)	X

Building Numbers



tens	ones