Addition and Subtraction: Add 2-Digit and 1-Digit Numbers Crossing 10

Aim: Add and subtract numbers using concrete objects, pictorial representations, and mentally. DfE Ready to Progress Criteria: Add and subtract across 10 (2AS-1). To add a one-digit number to a two-digit number, crossing ten.	Success Criteria: I can use known number facts to add numbers that cross a ten boundary. I can use a number line to solve addition calculations that cross a ten boundary. I can use number patterns to solve addition calculations that cross a ten boundary.	Resources: Lesson Pack Number lines Representations of tens and ones - as required
	Key/New Words: One-digit, two-digit, number fact, add, addition, plus, add across ten, bridge ten, pattern, partition, part, whole, part-whole model, number line, count forward, count on, total, recall, predict, reason, explain.	Preparation: Differentiated Bridging Ten Game – 1 per pair Diving into Mastery Activity Sheets – as required

Prior Learning:

It would be helpful if children have been introduced to adding across ten. The following lesson supports this learning:

Learning Sequence

	Remember It: The Lesson Presentation shows incomplete number facts of ten. Children complete the calculations by showing the correct number of fingers. The first slide follows a sequence to support learning. The next slide presents greater challenge as it shows a mixed collection of calculations.		
	Stepping Stones: The Lesson Presentation introduces the children to Forwards Fred as he travels along the stepping stones. Lots of the stepping stones are wobbly so he would like us to help him find safe places to land. Invite the children to use number facts of ten to reach the safe stepping stones. The Lesson Presentation shows a number fact applied to calculations that increase by multiples of ten. Invite the children to look for patterns. Ask the children to continue the pattern and investigate it on a number line.		
	A New Adventure: The Lesson Presentation shows Forwards Fred beginning a new adventure using a different number fact of ten to guide him along the stepping stones. Invite the children to continue the pattern and investigate it on a number line.		
	Make a Pattern: Invite the children to create patterns of their own using number facts of ten. Children are shown how to investigate the challenge with number lines and written calculations.		
YTHOLE Class	Jumping Further: The Lesson Presentation joins Forwards Fred as he continues his journey. This time, the number he adds will take him past ten. Forwards Fred decides to keep landing on multiples of ten, as these stones aren't wobbly. Children are shown how to partition the number being added so that they can jump to a ten, then add the remaining part.		
	Bridging Ten: Children complete the differentiated Bridging Ten Game , filling in their jumps on a number line and gaining a point if they are the first to bridge each ten. Can the children use known number facts to add numbers that cross a ten boundary? Can the children use a number line to solve addition calculations that cross a ten boundary? Can the children use number patterns to solve addition calculations that cross a ten boundary?		
	Children play the game using a 0 - 40 number line and a 0 - 5 spinner. They write a number sentence under each jump.Children play the game using a 20 - 60 number line and a 2 - 6 spinner. They write a number sentence under each jump.Children play the game using a 20 - 60 number line and a 2 - 6 spinner. They write a number sentence under each jump.Children play the game using a 35 - 80 number line and a 0 - 8 spinner. They write a number sentence under each jump.Children play the game using a 35 - 80 number line and a 0 - 8 spinner. They write a number sentence under each jump.		



Explore it	
Completeit: Use this	resource to give a different visual picture of bridging through 10 and 20.
Avoidit: Play in a pair or sm and begins to add th This is then safe. If t their banked score.	all group. Take a pack of cards and turn them face down. The first player turns over a card at a time em together. They can keep going for as long as they like, or at any point, they can stop and bank their score. hey turn over a J, Q or K, they lose all their points from that round and start their next turn from zero or from
Representit: Children build up t including number lin are doing and why.	heir understanding of bridging ten by representing a calculation in as many ways as they can, nes, ten frames, part-whole diagrams and concrete materials. They explain to another child what they
Learnit: Children will find this	superb a great resource to support addition and subtraction methods.