# 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.

## 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.

## Resources: <br> Lesson Pack <br> Number lines

Representations of tens and ones - as required

## 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.
Diving into Mastery: Schools using a mastery approach may prefer to use the following as an alternative activity.
These sheets might not necessarily be used in a linear way. Some children might begin at the 'Deeper' section
and in fact, others may 'dive straight in' to the 'Deepest' section if they have already mastered the skill and are
applying this to show their depth of understanding.

## Exploreit

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

