## Addition and Subtraction: Add Across 10

## Aim:

Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones; a two-digit number and tens; two
two-digit numbers; adding three one-digit numbers.

Add and subtract across 10, for example: $8+5=1313-5=8$. (2AS-1)

To add across 10 .

## Success Criteria:

I can recall number facts of 10 .
I can use ten-frames to add across 10.
I can use part-whole models to add across 10.

## Key/New Words:

Number fact, number pair, number bond, add, addition, plus, more, part, whole, partwhole model, partition, ten-frame, add across ten, bridging ten, recall, predict, reason, explain.

Resources:
Lesson Pack
Ten-frames
Counters
Part-whole models

## Preparation:

Differentiated Add Across 10 Activity Sheets - 1 per child

Diving into Mastery Activity Sheets - as required

It would be helpful if children could recall number facts of ten. is a great lesson which supports this learning.

## Learning Sequence

Pack It: The Lesson Presentation shows ten-frames ready to be packed with apples. The box must be
filled before starting to pack another. Children are shown how to use ten-frames and part-whole models to
find a number fact of ten, then add the remaining part. Children would benefit from starting with pictorial
representations then marks and symbols before moving on to numerals.

Match it: Invite the children to match the calculations with the ten-frames shown on the Lesson Presentation.
Ask the children what they notice. They may note that the same number fact of ten is used for each calculation. The totals, whole and one part increase by one, while the number fact of ten remains the same. The first ten-frame doesn't change because it shows the same number fact of ten. Invite the children to suggest more addition calculations across ten with the same number fact.

Exploreit
Makeit: Play with a partner. Work together to write numbers from 6 to 9 on cards. Shuffle them and pick one each. Collect a set of coloured counters to match the value on your card. The first player places their counters on a ten-frame. The next player fills any spaces on the first ten-frame before starting to use the next.

The first person to say or correctly predict the number fact of ten wins a point. The first person to add ten to the ones on the other ten-frame wins a point. The game finishes when all of the cards have been used. The winner will be the person who has scored the most points.

Learnit: Children will find this superb
a great resource to support addition and subtraction methods.

