## Number and Place Value: Counting in Threes

Aim:
Count in steps of 2,3 , and 5 from 0 , and in tens from any number, forward and backward.

To count forwards and backwards in steps of three.

## Success Criteria:

I can count on and back in threes by counting objects.

I can count on and back in threes using pictures.

I can read and write steps of three.

## Key/New Words:

Three, six, nine, twelve, fifteen, eighteen, twenty-one, twenty-four, twenty-seven, thirty, thirty-three, thirty-six, steps, forwards, backwards, count on, count back, objects, digit, multiple.

## Resources:

Lesson Pack
Small manipulatives

## Preparation:

Tricycle Grids - as required (print A3 or print A4 and enlarge to A3)
Tricycles Activity Sheets - one per child
0-40 Number Lines - as required
100 Square - as required
Multiples of 3 on Square Number Cards - one set per pair

Diving into Mastery Activity Sheets - as required

Prior Learning: The previous three lessons have taught counting in tens, counting in twos and counting in fives.

## Learning Sequence

Remember It: Children develop fluency in counting in twos by answering the questions on the Lesson
Presentation. Encourage children to count in twos rather than counting the pictures individually. Children
answer questions that use the vocabulary 'less' and 'more'.
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

Writeit: Children work with a partner. One child calls out a number from the three times table and the other child must then write down the next three numbers in the sequence when counting forwards or backwards in threes.
Makeit: Children use the Multiples of 3 on Square Number Cards. They turn them upside down and take it in turns to select one at random. They then have to represent this number by grouping small manipulatives into sets of three, for example, to represent the number 27 , children should make nine sets of three.
Buildit: Children complete this super
Learnit: Children will find this visually exciting a useful tool for understanding number and place value.

