# Number and Place Value: Partitioning in Different Ways 

## Aim:

Recognise the place value of each digit in a two-digit number (tens, ones).

DfE Ready-to-Progress Criteria: Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard and non-standard partitioning. (2NVP-1)

To partition two-digit numbers in different ways.

## Success Criteria:

I can say what the value of each digit is in a two-digit number.

I can partition a two-digit number into tens and ones.

I can partition two-digit numbers in more than one way.

## Key/New Words:

Numbers 0-100, up, back, zero, teen, two-digit, represent, partition, tens, ones.

## Resources:

Lesson Pack
Base ten blocks and other equipment for partitioning

Whiteboard and pens - class set

## Preparation:

Square Number Cards 0-100 - one per pair

Partitioning in Different Ways Activity Sheets - one per child

Diving into Mastery Activity Sheets - as required

Prior Learning:
Year 1 conceptual prerequisite: It will be helpful if children know that multiples of 10 are made up from a number of tens, for example, 50 is 5 tens. For a great lesson to support this please click here.

## Learning Sequence

Remember It: Children match the representations to the number of tens they show on the Lesson
Presentation, giving reasons for their answers.
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

Solveit: Children work in pairs to complete the challenges in the $\qquad$
Rollit: Children work in pairs. One child rolls a ten-sided dice two times and makes a two-digit number. They must then race against a 1-minute timer to partition the number in as many ways as possible. If they partition the number the same way twice, they do not get a point. The child with the most points after five turns wins the game.
Changeit: Children work in pairs using base ten blocks. One partner selects tens and ones randomly to make a two-digit number. Children take it in turns to use the base ten blocks to partition the number in a different way. The last person to think of a different way to partition the number wins the round.
Learnit: Children will find this visually exciting useful tool for supporting understanding of number and place value.

