| Early Stage On |  | Stage One |  | Stage Two |  | Stage Three |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Explain the development across the stages (Base 10 System) <br> Single numbers/objects $\rightarrow$ pop sticks (bundle into 10s) $\rightarrow$ use of MAB $\rightarrow$ fewer concrete materials $\rightarrow$ abstract |  |  |  |  |  |  |  |
| Activity | Resource | Activity | Resource | Activity | Resource | Activity | Resource |
| 1. Frog Game -match the lily pad to its correspondin g number | *Laminated frogs/ lily pads | 1. Number <br> Bust to 20 <br> -addition <br> -subtraction <br> -explore <br> reasoning | *Individual white boards *markers | 1. Trading game -to demonstrate why we trade | *MAB <br> *PV Charts <br> *Dice <br> *Cards | 1. Addition of decimals with diff digits eg $0.3+0.27$ | *white boards *markers |
| 2. Count On <br> -Tens frame: How many more will I need to get 10 ? | *Ten frame cards with dots | 2. Jump Strategy - + 1 and 10 | *Number lines *pencils | 2. Word Problems -conversation around: *estimation *choice of strategies *inverse to check | *copies of problems | 2. <br> Subtraction with zeros -demonstrate one trade | *white boards *markers |
| 3. Handfuls -grab a handful of counters | *Laminated hand mats *Counters | 3. Word Problems -cross the decade | *copies of problems *number lines |  |  |  |  |
| 4. <br> Subtracting <br> from 10 <br> - empty Tens frame <br> - 10 counters <br> -10-?=? | *Empty Ten frames <br> *Counters |  |  |  |  |  |  |

