

ACTIVITY IA6.4: Adding to 50 Game

Intended learning: To find the jump to the next decuple.

Instructional mode: Shorter, rehearsal mode for partners.

- ⑤ **Materials:** Adding to 50 Game board and spinner (see Figure 6.6), two types of counters, pencil, and paper clip for spinner.

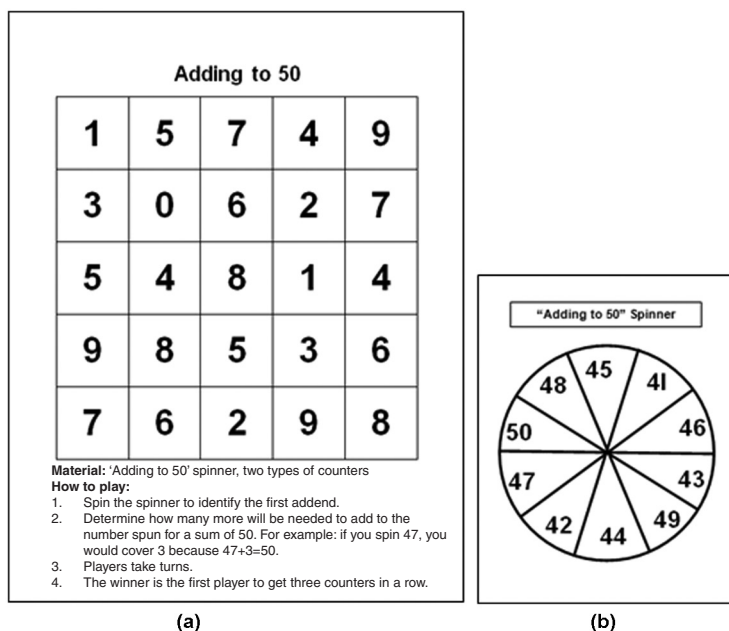


Figure 6.6 (a) Adding to 50 game board and (b) spinner

Description: This game is played in a manner similar to IA 4.6, the 9 Plus Game. The purpose of this game is to practise higher decade addition involving adding to a decuple. Students spin the spinner to identify the first addend. They must determine the missing addend to equal a sum of 50. They must then cover the missing addend on the game board. For example, if 47 is spun, 3 would be covered on the board since $47 + 3 = 50$. Students take turns until one player has three counters in a row, horizontally, vertically or diagonally.

Responses, variations and extensions:

- This game draws on students' knowledge of partitions of ten and therefore is best introduced when students are facile in structuring numbers 1 to 10.
- Some students become facile with this activity relatively quickly.
- If students count up to 50 by ones to determine the missing addend, ask them if they have a way to determine the missing addend without counting.
- Some students may benefit from having four full mini ten-frames and an empty frame on which they can build the spun number to support their thinking about the bare number tasks generated in this game.