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| **Halving**  **Ranger Test** | **Addition**  **Ranger Test** | **Counting Ranger Test** | **Reading and Writing**  **Ranger Test** | **Renaming Ranger Test** | **Order**  **Ranger Test** | **1-10**  **Ranger Test** |
| Being able to halve all numbers to 20.  **Example:**  Half of 8 =  Half of 18 = | Adding numbers to 20 using doubles. Students should answer automatically and not count.  **Example:**  5+6 is double 5 and 1 more.  Or  5+6 is double 6 and 1 less. | Counting by 2, 5 and  10.  **Example:**  2,4,6,8,10,12,14,16,18,20.  5,10,15….50.  10,20,30….100. | Reading and writing numbers 0-999.  **Example:**  Students are given a number and have to read it aloud.  Students hear the number and write it down. | Knowing the number of tens and ones in a number to 99.  **Example:**  15 = 1 ten and 5 ones  57 = 5 tens and 7 ones.  89 = 8 tens and 9 ones. | Ordering numbers  from 0-999.  **Example:**  224,35,753,187,983,300  35,187,224,300,753,983 | Knowing facts for numbers up to 10 automatically.  **Example:**  5 and 2 =  What is 2 less than 10 = Double 3 and 1 more =  Students should be able to explain how they got their answer and use strategies other than counting on. |
| **Ideas:**  Remind children that halving is the opposite of doubling.  Ask halving questions when possible.  What is half of 8? | **Ideas:**  Remind children that they know doubles and this is like doubles.  Ask/Write questions.  Use language like 5 and 6 is like double 5 and then add one more. | **Ideas:**  Practise saying and writing the counting patterns.  Have them written down and placed in a prominent area of the house. | **Ideas:**  Ask children to write  Numbers between 0-999.  Remind them that we read numbers from left to right and that numbers in the hundreds have 3 digits. | **Ideas:**  Students can be given a T-Chart with tens and ones written in each column to help.  Give students a number and they have to verbally respond to how many tens and ones make that number. | **Ideas:**  Write 10 random numbers between 0-999 and have students order.  Roll a dice to make the 3 digit numbers random and then order. | **Ideas:**  Use playing cards to make questions. Only use cards 10 and under.  Turn a card over and:  One more / Two more  One less / Two less  Double it  Half it (where answer is a whole number) |
| **Online Resources:**  Sheep halving:  <http://www.abc.net.au/countusin/games/game1.htm>  Halving Shoot Out:  <http://www.snappymaths.com/division/halfto20/interactive/halfto20s/halfto20s.htm> | **Online Resources:**  Adding Doubles – 1:  <http://www.ictgames.com/dinosaurDentist/>    Adding Doubles + 1 (WS):  <http://www.mathfactcafe.com/worksheet/premade/1/2/o?f=s_a_dplus1&fs=16&n=1&brk=1&hd=1&shuffle=2141&c=25>  Near Doubles Snake:  <http://www.fuelthebrain.com/games/fact-worms/> | **Online Resources:**  Balloon Pop:  <http://www.sheppardsoftware.com/mathgames/earlymath/BalloonPopSkip.htm>  Fruit Smasher:  <http://www.sheppardsoftware.com/mathgames/earlymath/SkipCountAdvanced.htm> | **Online Resources:**  Reading 3 digits:  <http://k8schoollessons.com/three-digit-number-words/> | **Online Resources:**  Shark Attack:  <http://www.ictgames.com/sharkNumbers/sharkNumbers_v5.html>  Dinosaur challenge:  <http://www.ictgames.com/dinoplacevalue.html>  Partitioning game:  <http://www.ictgames.com/partition.html> | **Online Resources:**  Caterpillar Order:  <http://www.topmarks.co.uk/ordering-and-sequencing/caterpillar-ordering>  Dragon Order:  <http://www.topmarks.co.uk/ordering-and-sequencing/chinese-dragon-ordering>  Ascending Order:  <https://www.mathsisfun.com/numbers/ordering-game.php> | **Online Resources:**  Math to ten:  <http://www.learn4good.com/kids-games/puzzle/addingmathactivity.htm>  Number Memory:  <http://sthelenslive.net/NumberBondsto10.swf>  Save the whale:  <http://www.ictgames.com/save_the_whale_v4.html>  Double Bridge:  <http://www.ictgames.com/bridgedoubles.html> |