

MY PLACE VALUE MACHINE? (LEVEL 1)

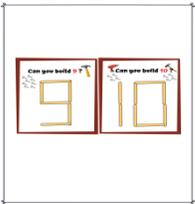
Ages 4 to 6 (Level 1)

Description:	Learners will design their own place value machine to gain a deeper understanding of number bonding and learn to recognize and understand place value.
Leading question:	How many tens of chocolates do you need to have 30 chocolates?
Age group:	4-6
Subjects:	Math, English
Total time required:	75 minutes over 3 days
Self-guided / Supervised activity:	Medium
Resources required:	Papers, pencil, counters (stones, sticks, buttons, leaves any small items), glue, cardboard, colors and scissors, 10 balloons. Beads or buttons (two different colors), threads, cardboard, dice, chalk.

Day	Time	Activity and Description														
1	10 minutes	<p>This project should be done after completing the project “Bonding with numbers”</p> <p>Introduction Ask the learner:</p> <ul style="list-style-type: none"> - What number comes after 13? - What number comes before 19? - Write all numbers from 10 to 20. 														
	20 minutes	<p>The learner will collect 20 objects to count with (such as stones, sticks, buttons, leaves or any other small items that can be used as counters/counting objects). With help of an adult, he/she will draw the following table to create number bonds for all numbers from 11 to 20. The learner will divide the number into 10 + another number. For example, 11 will be 10 + 1, 12 is 10 + 2 etc.</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>The whole</th> <th>Part 1</th> <th>What will be part 2</th> </tr> </thead> <tbody> <tr> <td>11 counters</td> <td>10</td> <td>1</td> </tr> <tr> <td>12 counters</td> <td>10</td> <td>2</td> </tr> <tr> <td>13 counters</td> <td>10</td> <td>3</td> </tr> <tr> <td>14 counters</td> <td>10</td> <td>?</td> </tr> </tbody> </table>	The whole	Part 1	What will be part 2	11 counters	10	1	12 counters	10	2	13 counters	10	3	14 counters	10
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	10 minutes	<p>Explain: from the above activity we can see that each number is made up of two digits. Numbers like 6 and 7 that have one digit have one place called the ones place. For numbers that have two digits, the digit on the right is in the ones place and the digit on the left is in the tens place. For example, 12 has two ones and one ten.</p> <p>The learner will complete the following table and identify the place value of numbers 10-19</p> <table border="1" data-bbox="485 598 1414 961"> <thead> <tr> <th>Number</th> <th>Tens</th> <th>Ones</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>1</td> <td>0</td> </tr> <tr> <td>11</td> <td>1</td> <td>1</td> </tr> <tr> <td>12</td> <td>1</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> </tr> </tbody> </table>	Number	Tens	Ones	10	1	0	11	1	1	12	1	2						
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	20 minutes	<p>Balloon race game - learners can play the following game to practice place value:</p> <ul style="list-style-type: none"> - Family members and learners will inflate 12 balloons and write numbers 1 to 9 on the balloons. They will write numbers 2-9 once on each balloon but number 1 will be repeated 3 times (on 3 different balloons). - Two players or more can play this game. One player shouts out a number from 11-19 and asks other players to collect two balloons - one balloon will have a number that will go in the ones/units place and the other will have a number that will go in the tens place. Together the two numbers should form the number that the first player shouted out - The first to collect the right balloons wins - Example: Player 1 shouts: “form a number which has one ten and five units/ones” so the players run and race each other to collect the balloons with one and five. The first player to get the right balloons wins. Players can get points for getting the balloons first. The player with the highest score at the end of the game wins. 																		
	20 minutes	<p>Place value machine:</p> <ul style="list-style-type: none"> - Materials: 40 buttons or beads of two different colors (30 of the same color for tens + 10 in another color for the ones); 5 threads/strings 15 cm in length 																		

	<p>20 minutes</p> <p>15 minutes</p>	<ul style="list-style-type: none"> - Explain that 21 is 2 & 1, 22 is 2 & 2 etc. - Ask learners to write each number (21 up to 30) 10 times. <p>The learner will collect 30 dry leaves or (any small and light objects like colored pieces of paper) and glue them onto a piece of cardboard. He/she will then write numbers 1-30 under the leaves using chalk or crayons. Write 1 under the first leaf, 2 under the second leaf etc. until he/she reaches number 30</p> <p>Learners will collect 30 counters (stones, sticks, buttons, leaves etc.). With the help of an adult, learners will draw the following table to sort numbers 21-29 into tens & ones</p> <p>Learners will first identify how many tens are in the number and the rest will be ones. For example, 21 has two 10s and one 1 ($21 = 10 + 10 + 1$)</p> <table border="1" data-bbox="485 846 1183 1211"> <thead> <tr> <th>Whole Number</th> <th>Tens</th> <th>Ones</th> </tr> </thead> <tbody> <tr> <td>21</td> <td>10+10</td> <td>1</td> </tr> <tr> <td>22</td> <td>10+10</td> <td>2</td> </tr> <tr> <td>23</td> <td>10+10</td> <td>3</td> </tr> <tr> <td>.....</td> <td>10+10</td> <td>---</td> </tr> <tr> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>By the end of the activity, learners will discover that there are two tens in numbers 20-29.</p> <p>Learners will draw another table with help of an adult to sort out the place value of numbers 20-29 by writing only the number of tens and ones</p> <table border="1" data-bbox="485 1461 1416 1766"> <thead> <tr> <th>Number</th> <th>Tens</th> <th>Ones</th> </tr> </thead> <tbody> <tr> <td>20</td> <td>2</td> <td>0</td> </tr> <tr> <td>21</td> <td>2</td> <td>1</td> </tr> <tr> <td>22</td> <td>2</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>15 minutes</p> <p>Place value machine:</p>	Whole Number	Tens	Ones	21	10+10	1	22	10+10	2	23	10+10	3	10+10	---				Number	Tens	Ones	20	2	0	21	2	1	22	2	2			
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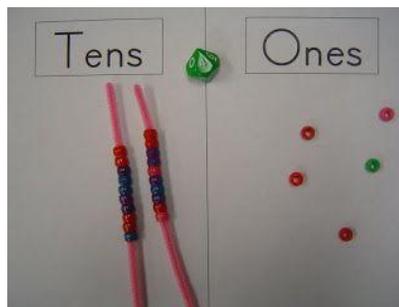
	15 minutes	<ul style="list-style-type: none"> Learners collect 30 thin sticks so they are easy to break into different sizes. They will then use those sticks to form numbers 30-40. See the image below for reference  <ul style="list-style-type: none"> Next, learners draw the following table with the help of an adult. Alternatively, they can fold a paper vertically into 3 parts and create the three columns below. They will use the table to sort out the place value of numbers 30 to 39 <p>Example:</p> <table border="1" data-bbox="485 844 1416 1026"> <thead> <tr> <th>Number</th> <th>Tens</th> <th>Ones</th> </tr> </thead> <tbody> <tr> <td>30</td> <td>3</td> <td>0</td> </tr> <tr> <td>31</td> <td>3</td> <td>1</td> </tr> </tbody> </table> <p>Literacy extension: Introduce how to write numbers 30-39 in words.</p> <table border="1" data-bbox="485 1136 1416 1245"> <tbody> <tr> <td>30</td> <td>Thirty</td> </tr> <tr> <td>31</td> <td>Thirty one</td> </tr> <tr> <td>32</td> <td>Thirty two</td> </tr> </tbody> </table> <p>Standard vs expanded form:</p> <p>Explain to learners that we can write numbers in the standard form or the expanded form. The standard form for thirty-six is 36 and the expanded form is $30 + 6$</p> <p>Other examples:</p> <table border="1" data-bbox="485 1566 1416 1787"> <thead> <tr> <th>Number in words</th> <th>Number in standard form</th> <th>Number in expanded form</th> </tr> </thead> <tbody> <tr> <td>Twenty five</td> <td>25</td> <td>$20 + 5$</td> </tr> <tr> <td>Sixteen</td> <td>16</td> <td>$10 + 6$</td> </tr> </tbody> </table> <p>Activity:</p>	Number	Tens	Ones	30	3	0	31	3	1	30	Thirty	31	Thirty one	32	Thirty two	Number in words	Number in standard form	Number in expanded form	Twenty five	25	$20 + 5$	Sixteen	16	$10 + 6$
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- The learner will choose any number between 10-40 and use a cardboard to draw and show his/her number in three forms (in words, standard & expanded form) in a creative way.
- The learner will share his/her poster with family members or class explaining the three forms.
- Samples of posters below:



Place value machine:

- Repeat the same place value activity on day 1 but instead of one thread with ten beads or buttons, learners will use 3 threads with 10 beads each
- Learners will fold a piece of paper vertically into two parts and will use one part as the tens column and the other as the ones column. They will represent numbers 30-39 using three beaded threads for tens (10 + 10 + 10) and individual beads for the ones depending on the number.
- Example: An adult asks the learner to represent 37 using place value. On the tens column, he/she will place three beaded threads, and on the ones column 7 individual beads



Learners present their place value machine to their friends, family members, or class and demonstrate how to show the place value of numbers 10-40

Assessment Criteria:

1. Counting and writing numbers up to 40 accurately
2. Creativity in designing the number forms poster
3. Recognizing number forms of numbers 10-40 accurately

	<p>4. Recognizing the place value of numbers 10 to 40 accurately</p> <p>5. Communication skills in presenting the place value machine</p>
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Learning outcomes:	<p>Learner will be able to:</p> <ul style="list-style-type: none"> - Count & write numbers 21-to 40 - Recognize the place value of numbers 10-40 - Write numbers 11-40 in words. - Recognize the difference between standard form and expanded form
Required previous learning:	Write & count numbers up to 20
Inspiration:	<p>The image of place value machine https://www.pinterest.com/pin/68722893367/ Samples of posters day3https://www.pinterest.com/pin/489907265685839527/ Day 2 review of counting 1-20 https://earlyimpactlearning.com/18-counting-backwards-activities/</p>
Additional enrichment activities:	Learners can sort out the place values & expanded form of numbers 50-100
Modifications for simplification:	Learners can limit the project to the activities that involve sorting numbers into tens and ones and skip the other activities including the expanded form, literacy extensions etc.