

# Oral and mental starters

## Number and place value

### 1 Counting

Ask the children to count in ones from zero to 50, and then back until you say *Stop*. Ask: *What was the last number you said? What would the next number be? And the next? How do you know that?* Now invite the children to count across the hundreds bridge. For example, count on from 94 to 134 and back again, and so on. Repeat and vary by asking the children to count in steps of, for example: 2, 3, 4, 5, 8.

### 2 What's my number?

Shuffle together three sets of number cards 0–9. Explain that you will hold up two/three cards at a time to make a two- or three-digit number. Ask the children to say the number. Repeat this several times, keeping the pace sharp. Now invite individual children to write the number in words on the board (for example for the less confident you might choose 57, for the more confident you might choose 307 or 370) and ask questions such as: *What does the zero represent?*

### 3 Number line

Reveal the interactive teaching resource 'Number line' on the CD-ROM. Explain that you will say a two- or three-digit number and would like the children to say where it should fit on the number line. Ask: *What is the largest/smallest number that I could say?* Continue to fit up to 20 different numbers onto the line.

### 4 Number clues

Explain that you will give a fact about a two or three-digit number. Ask the children to write a number that fits that fact on their whiteboard and to hold it up when you say *Show me*. Say, for example: *Write a number with a 7 as a H, T or U digit. Write a number that is even/odd. Use the same digits as the number on your board; don't rub it out. Now, write the number that has the largest digit in the H, T or U space. Write a number that is greater/smaller than your last number.*

### 5 Bean bag reverse

Ask the class to stand in a circle to play a game as follows. Give a bean bag to a child ask him/her to say a two-digit number. He/she then passes the bean bag to the left. The next person has to add 10 to the number, pass on the beanbag, and so on, until someone says, 'Inverse reverse'. The rule changes to subtract 10 and the direction of the bean bag also changes. Tell the children they may each only say 'inverse reverse' once during a game. The game can be varied by adding/subtracting ones or hundreds, or by starting with a three-digit number.

### 6 Quick maths

On the board draw this table:

Number	+1	-1	+10	-10	+100	-100

Write a three-digit number into the first column, such as 236, and ask the children to say the answer for each column as you point along the table. Repeat this for other three-digit numbers. Keep the pace sharp.