

Representing  
Whole  
Numbers

# Dice & Stopwatch



1



Player 1: Roll 2 Dice  
Player 2: Start the timer

2



Player 1: Write down the first number shown on the dice.

2



Player 1: Write down the second number shown on the dice.

1



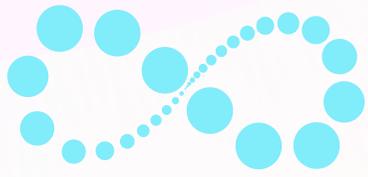
Player 1: Find the balls in the correct order

2



Player 2: Stop the timer & write down the time.

2



Partners Turn



# Effective Implementation



Outcome



**MA1-4NA** applies place value, informally, to count, order, read and represent two and three-digit numbers.

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WALT



Represent whole numbers using magnetic balls and dice.

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WILF



- Roll dice and create the number using the coloured magnetic balls.
  - Identify the corresponding number for each colour of magnetic ball.
  - Use the magnetic balls to represent whole numbers up to 100.
- 



Extend



Challenge students to:

- > Represent larger numbers of 3 or 4 digits.
  - > Play without looking at the cryptic code.
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Support



Provide extra guidance for students who are taking longer to grasp the concept.

- > Create single digit numbers.
  - > Colour association recall.
  - > No stopwatch
- 



Assessment



Observe students' understanding during the lesson and check their work as they create and write down equations.