Just-in-Time Maths

Vignette Series

THE LEARNER FIRST™

Just-in-Time Vignettes

1 Curriculum intent

2 A rich balance

3 NZ Maths - a great place to start

4 Place Value – The big ideas

5 Place Value – read, write and order

6 Place Value – expand and nest

7 Place Value – rename and round

8 Place Value- mental computation

9 Rapid Routines

10 Assessment

Just-in-Time Maths

Vignette

7

Rename and round

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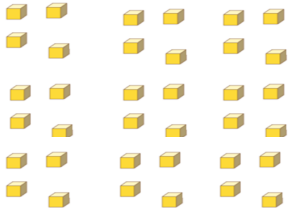
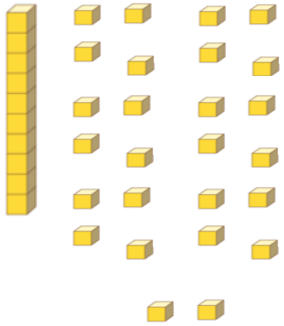
Rename

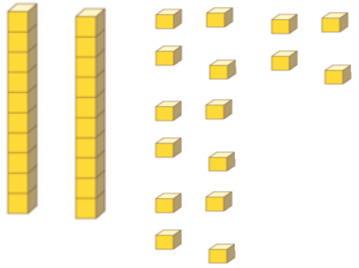
36



36 ones



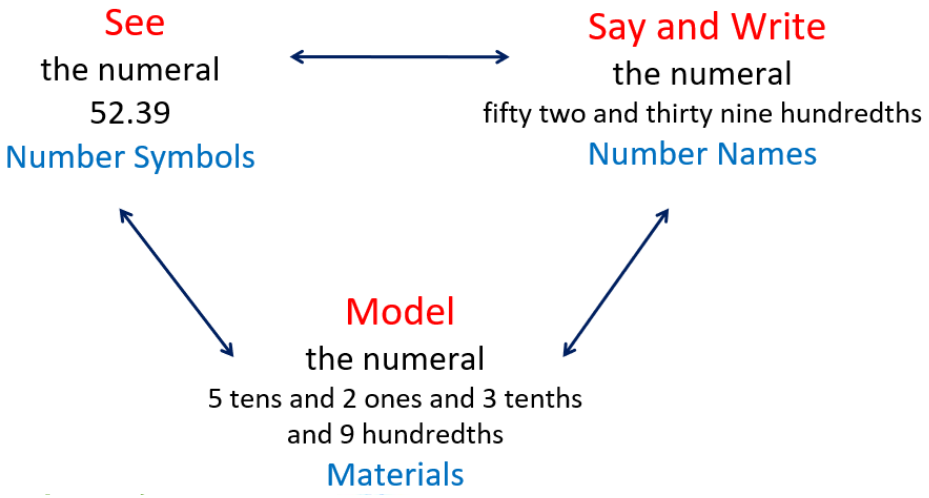
1 ten
and
26 ones



2 tens and
16 ones

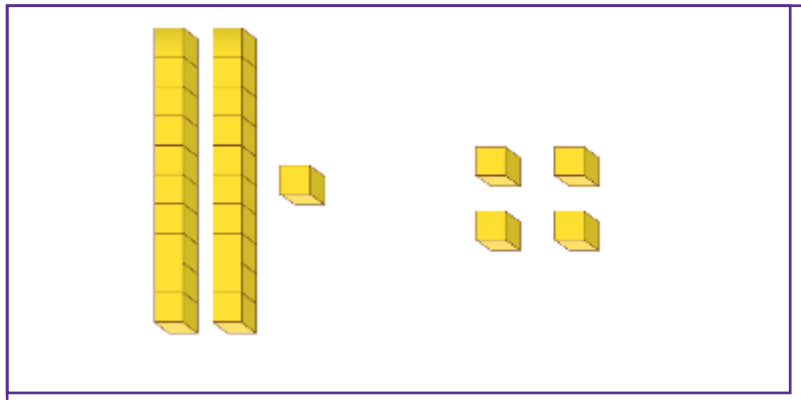
547

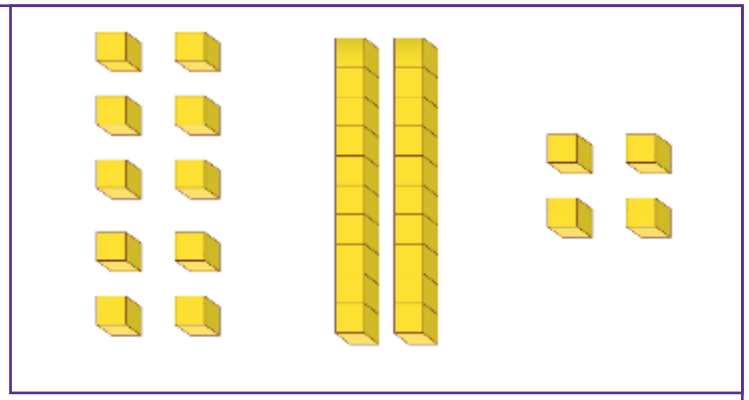
4 hundreds and 147 ones
50 tens and 47 ones
53 tens and 17 ones



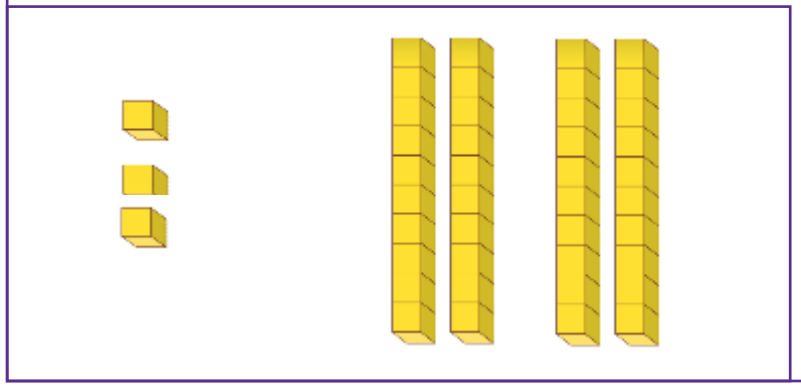
A rapid routine

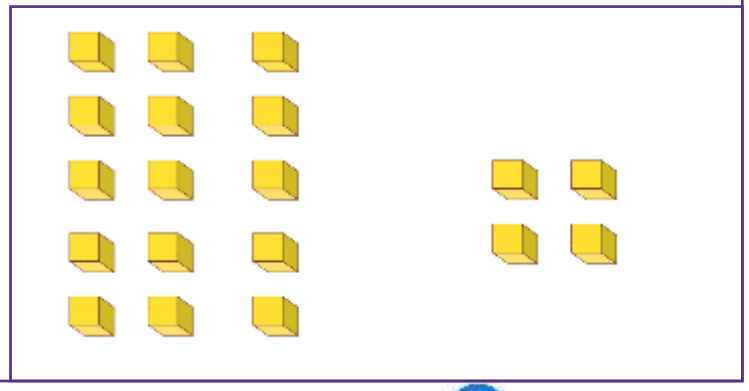
Which one of these shows **34?**





Pause





A rapid routine

I have 14 tenths and 7 hundreds.
Who am I?

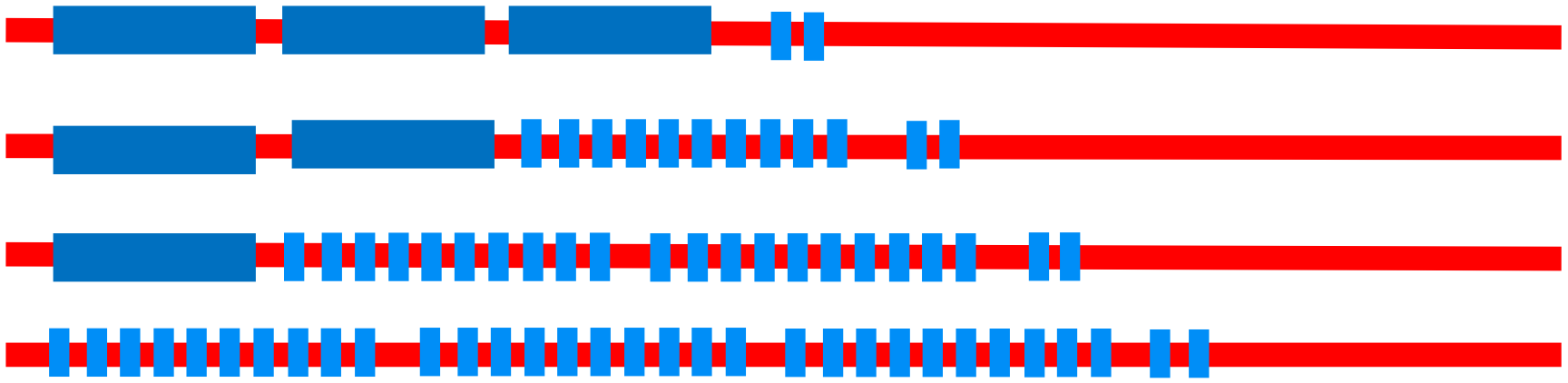
If you put 15 more tenths with me I would be …?
Who am I?

Rapid routine – Three truths and a lie

Three truths and a lie

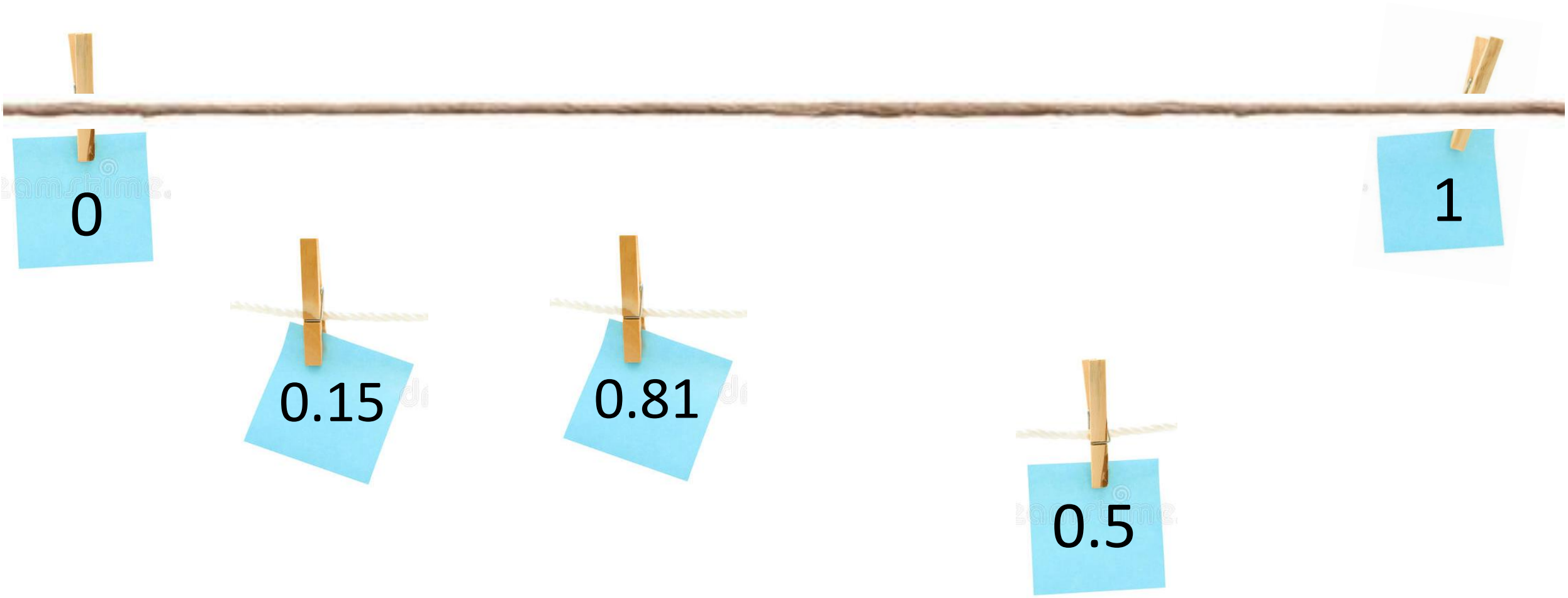
3.2 can be represented with

a) 14 decipipes
b) 23 decipipes
c) 33 decipipes
d) 5 decipipes



ones	tenths	Total decipipes
3	2	**5**
2	12	**14**
1	22	**23**
0	32	**32**

Clothes Line Activity



Rapid routine – recall and reason

100	
200	
300	
400	
500	
600	
~~700~~	725
800	
900	
1000	

Rounding– *a game for 2 players, groups, whole class*
Materials – 10 - sided dice

Aim – First to complete table or have most in 10 rolls

Sketch a table with multiples of 100 (100 -1000)

Player A rolls three dice e.g. 2, 5 and 7
Player A chooses a number and writes it next to the nearest hundred.

Play continues until they are unable to add any more numbers into the table.

If all numbers are recorded would there have been another combination of 3-digit numbers that would have crossed out all multiples?

Adaptations -
Use 2-digits, decimal fractions