

Blast 1000

Purpose:

The purpose of this activity is for children to practice counting backwards and forwards in tens from 100-1000

Link to the Number Framework:

Place Value, Stage 5

What you need:

- A pack of cards with the tens and picture cards removed. Ace is one.
- Pen and paper

What to do:

Each player draws a game grid like that shown below.

		0
		0
		0
		0
		0
		0
		0
		0
		0
		0
		0

100

- Turn over two cards at a time. All players record these numbers in one of the rows of the grid. e.g. If a 4 and a 6 were turned over, they could use these as 460 or 640. They decide where to record their number on the grid.
- The aim is for numbers to be inserted in order from the numbers greater than 100 at the bottom of the grid, to numbers less than 1000 at the top of the grid.
- Only tens numbers are used to help the child count forward and back in tens from numbers bigger than 100.
- If there is no place for a number the player has to miss their turn.
- The player who completes the grid first is the winner.
- As you play the game, discuss for each number entered:
 - *What would be ten more than that number?*
 - *What would be ten less than that number?*

What to expect your child to do:

- e.g. Know that there are 46 tens in 460 and that the number that is ten before this would be 450, and the number that is ten after this is 470.

Variations:

- Do not record the zeros on the grid. Two cards are turned over, if a 3 and a 9 were turned over the children would say these as 39 tens or 93 tens, and write them as 390 or 930. *This gives them a link to place value knowledge.*

Related Māori vocab:

card	kāri
pile of cards	putunga kāri
ten bigger than	tekau te rahinga ake
ten smaller than	tekau te itinga ake
three digit number	tau mati-toru
tens number	tau ngahuru
grid	tukutuku