

SECTION 12

MAKING ANY AMOUNT BELOW £1 WITH 10P, 2P AND 1P ONLY

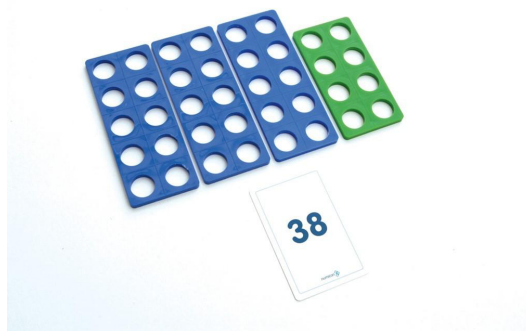
In this section we are going to use 10p, 2p and 1p coins only to make any amount up to £1. The reasoning behind this is that it is easier to count in 10s, 2s and 1s up to a desired amount rather than using 50p, 5p and 20p which can make counting difficult. So for example 76p is made up from $10p+10p+10p+10p+10p+10p+10p+2p+2p+2p$ rather than $50p+20p+5p+1p$

And 37p is made up of $10p+10p+10p+2p+2p+2p+1p$ rather than $20p+10p+5p+2p$

The child needs to be able to count in 1s up to 10, 2s up to 10 and 10s up to 100.

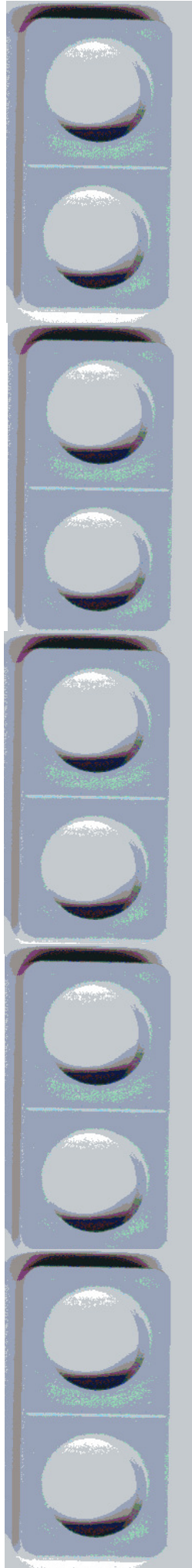
ACTIVITIES

1. Start by revising counting up to 100 in 10ps in section 7.
2. If they need practise counting in 2s use R12.1 and five Numicon 2 shapes to match and make a twos track. Play games as in section 7 using a spinner or die to stop/go etc. If going well place the two shapes together to form a ten shape and match a ten shape over the top then exchange the five 2ps for 10p.
3. Using R12.2 practise counting out 2ps in twos up to 10. This can be tricky because it is just one coin. If it is causing difficulties use the Numicon coins first. If going well balance the five 2ps in one hand and the 10p in the other to demonstrate their equivalence.
4. Practise counting other items in twos up to ten—socks are a good idea, first in pairs then make each pair into a ball and count again in twos.
5. Use R12.3 to practise counting out ten 1p coins, set the coins out in the Numicon format so that 3p looks like a Numicon 3 etc.
6. Using a selection of lower even number cards from R12.4 to R12.8 take turns to turn over a card, read the number and make the number with Numicon. Use a tens and units grid if it helps.



7. Repeat activity 6 but use Numicon coins for 10p and 2p, placing the 2p coins together make the desired amount—so counting in 2s and checking with the correct Numicon shape.
8. Using a selection of lower odd number cards from R12.4 to R12.8 take turns to turn over a card, read the number and make the number with Numicon. Use a tens and units grid if it helps.
9. Repeat activity 8 but use Numicon coins for 10p, 2p and 1p placing the 2p coins together and one 1p to make the desired amount—so counting in 2s and then adding one more - check with the correct Numicon shape.
10. Using a selection of numbers below 50 from cards R12.4 to R12.6 take turns to turn over a card, say the amount, make it with Numicon and then make it with money. Increase task to include a selection from numbers 1 to 100—ten at any one time is sufficient. Include R12.9 in this activity, (amounts 07 etc).
11. Include these general pence amounts in shopping games and Pop to the Shops.
12. Using the pounds/pence grid from section 10 generate amounts using cards from R12.4 to R12.8 and R11.2

R12.1



2

4

6

8

10

R12.2



2



4



6



8



10

=



10_p

R12.3



=



10 p

1 2 3 4
5 6 7 8
9 10 11 12
13 14 15 16
17 18 19 20

21 22 23 24

25 26 27 28

29 30 31 32

33 34 35 36

37 38 39 40

41 42 43 44

45 46 47 48

49 50 51 52

53 54 55 56

57 58 59 60

61 62 63 64

65 66 67 68

69 70 71 72

73 74 75 76

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81 82 83 84

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89 90 91 92

93 94 95 96

97 98 99

01 02 03 04

05 06 07 08

09