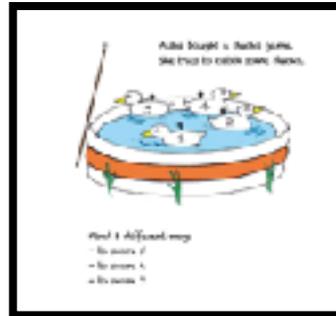




The Big Picture

Recommended for year 1
 Strategy A - Act it Out/Make a Model.
 Children will solve the problem by physically interacting with it

A1 Catching a Duck



NC Objectives

- add and subtract one-digit and two digit numbers to 20, including zero
 (Addition and subtraction Year 1)

Stickability

Children add and subtract two single-digit numbers and count on or back to find the answer (ELG 11)

solve problems with addition, using concrete objects and pictorial representations (year 2: + and -)

Key Questions

How will you find the total of the two ducks?

What do these add up to?

Could we catch more than two ducks?

What is the highest number we

Resources

If possible, a game where children can physically pick up or "catch" the numbers on ducks.
 Printed/laminated ducks.

Problem based learning

Children should be encouraged to catch one duck and count on or subtract to the total to see which duck to catch next.

HOOK

Show the children the plates and "sweets" and ask what they think we could be doing with them today.

Teacher Led

Introduce the PitSTOP 2 problem to the children.

Model how to catch two ducks and find the total by counting on using a number line as needed. Children to complete the examples in pairs at the carpet.

Student Led

Show PitSTOP 3. Children, in pairs, to find out which make 5 and which do not.

Support: PitSTOP 1
 Extension: make 4 or 6, using 3 ducks to make 6.

Teacher Led

Show PitSTOP 5. Tell the children that this time, Aisha may have caught more than two ducks to make a total. Model how to add three numbers to make a total of 3. Allow children time to find the other totals.

AFL & Independent

When children are ready, show the children PitSTOP 6 and allow them to complete independently.

Support: PitSTOP 5
 Extension: PitSTOP 7

PLENARY

How did you find the totals? What did you use to help you? How did you add three numbers?

LEARNING SEQUENCE