Aim to complete one activity from this page with your child each day. It doesn't matter which order you complete them unless they have part a and b. Please remember that your wellbeing is far more important than their learning. If either one of you is not in the right frame of mind, stop and come back to the task later or tomorrow.

Activity 1: Make 2-digit numbers using ten sticks and units (dienes)

This week we are going to work on the children's understanding of place value. This is the idea that the digits in a number have different values – for example
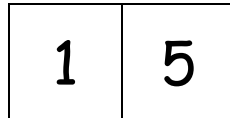
The 1 is worth 10 or 1 ten and the 5 is worth 5 ones. The children are used to using dienes at school. To represent the number 15, we would lay them out like this:
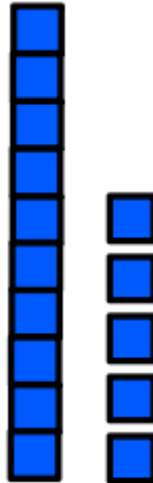
At home you can improvise by…
- Collecting sticks and stones. A stick represents a 10 and the stones represent the 1s.
- Building sticks of 10 Lego bricks and using single bricks for the 1s.
- Using spaghetti for the 10s and small pieces of pasta for the 1s
- Anything else you can find around the house.

Today, choose up to 10 numbers between 1 and 100, and represent them using tens and 1s. You could use this link to generate numbers randomly.

Too tricky? Use numbers up to 20. Encourage your child to look at the digits and identify which is the tens number, and which is the units or ones number. To begin with, label each digit with a T or O to help them recognise the tens and ones. Once they are more confident, try numbers up to 20.

Too easy? Solve this problem. There are several answers to each question, and the children should be able to identify all the possible answers.
1. I'm thinking of a number that has 2 ones. What could my number be?
2. I'm thinking of a number that has 7 ones. What could my number be?
3. I'm thinking of a number that has 5 tens. What could my number be?

Activity 2:

This activity builds on the previous activity, by exploring how a number changes when we add 10 to it.

What to do	Questions to think about
Choose a number between 1 and 9. Write it at the top of your workbook. Represent it using the same equipment you used yesterday	How many tens and ones in this number? Hopefully your child will recognise that the number has no tens.
Add 10 to the number using your equipment.	Initially the children will probably count on 10 ones. Do you need to use 1s or 10s to add 10? Remind them that they should use a 10 rather than 10 ones.
What is the new number you have made?	If your child is unsure, suggest they count the 10s and then count on for the 1s e.g. 10, 11, 12, 13, 14, 15.
Write the number underneath in your workbook. Try to line up your tens and ones	Which part of the number has changed? Why? Help your child to recognise the 10s number has changed, but the ones have remained the same.
Keep repeating this process and the questioning until you get to 9 tens. Complete this again with a different starting number between 1 and 9. Challenge your child to do this a third time but this time recording the numbers independently. Can they use the pattern to help them?	

Too tricky?
Practice counting in 10s using the equipment to represent each number.
Write the 10s numbers out to help your child recall the next 10s number:

0   10   20   30   40   50   60   70   80   90

Too easy?
Can you write the number pattern starting from 12 without using the equipment to help you?
Start with a 90s number (e.g. 93) and subtract 10 each time. What pattern do you notice?

Practice counting in 10s starting from different numbers as much as possible over the next week. The ability to use this skill mentally (in their head) will help your child with the addition skills that are taught in Year 2.

Activity 3: Place value

Play the Place Value Basketball game. Select numbers up to 99.
Too tricky? Start with numbers up to 29.
Too easy? Play Adding 10 Depthcharger. This will practice adding 10 to a 2-digit number.

Activity 4:

Representing a Number
Choose a number between 0 - 100. Make a poster showing how many different ways can you represent this number?
Here is a format on the school website you could use.

Activity 5:

You might like to have a go at the Mystery in the Kitchen problem (download from the school website) which consolidates lots of the learning you've been doing at home so far. You don't have to print it all out – just record on paper and then solve the clues.