

## Number: Place value and base ten – Suggestions for the learning environment

### IDEAS FOR THE CLASSROOM

- Incorporate base ten values into common number songs and poems, e.g., *One Big Hippo, 5 Little Monkeys, 10 Green Bottles, 100 is a Lot*.
- Provide opportunities to play games that support playful engagement with place value and base ten, e.g., *Guess my Number and Loop Card activities*.
- Utilise class mini-supermarkets, post offices, etc. as real-life contexts for place value and base ten, e.g., *allow children to set prices and special offers, engage in counting coins in groups of €1, €10 and so on*.
- Display examples of children's strategies for place value and base ten problem-solving activities around the classroom, e.g., *children can create posters to explain, model and present their strategies for rounding, estimating, ordering numbers, etc.*
- Apply place value and base ten learning through cross-strand/stand unit activities, e.g., *measuring, money, patterns, rules and relationships*.
- Provide opportunities for children to engage with real-life instances involving large numbers, e.g., *discuss football transfer fees, explore non-fiction history or science books, investigate record sales/streaming figures of favourite artists*.
- Highlight items which are already in the classroom that utilise base ten concepts, e.g., *metre sticks, digit scales and rulers*.



### IDEAS OUTSIDE THE CLASSROOM

- On a nature walk, allow groups to search for materials on the school grounds or in the local park. Encourage children to create their own questions about what they have collected, e.g., *can you estimate the number of leaves in the pile? how many groups of 10 can you make from the stones?*
- Invite a guest speaker to talk about how place value and base ten is used in their work, e.g., *shopkeeper, banker*.
- Visit shops in the local area as a stimulus to explore and discuss how fractions, decimals and percentages are used in sales, e.g., *discounts, VAT*.
- Organise a maths trail that incorporates concepts learned in place value and base ten, e.g., *find a number with an even number in the tens place, find a set of five items, find a set of items that you can group into tens and ones and draw it, find a number that rounds to 200*.

