**Week 12 Day 1 Task 1: Woking towards ARE (gropus of 6)**

 Form a group of 4–6 players and use a large grid.

 Take turns placing the Spider on the grid (only one Spider on the grid at a time).

 Pick a card and follow the instruction with the Spider. If the Spider moves off the grid, you lose a life.

 After each turn, everyone in the group writes down the calculation (like 42 + 30 = 72).

 Keep playing until all cards are used or someone’s Spider loses all its lives.

**Outcomes:**

* I can add and subtract multiples of 10 using a 1-100 grid.

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| Learning Outcomes/Rubrics: |
| I can use the 1-100 grid to add multiples of 10. |  |
| I can use the 1-100 grid to subtract multiples of 10. |  |

**Day 1 task 2:**

Solve sheet 1

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**Week 12 Day 1 Task 1: Woking at ARE**

 Spread the "Add or Subtract 10s" cards face down on the table.

 Each player takes a Spider counter and colors it a different color from their partner’s. Give each Spider 4 cubes (these are its lives).

 Place your Spider on a number on the grid, like 42 or 75.

 Take turns picking a card. Follow the card’s instruction with your Spider (e.g., +30). If your Spider moves off the grid, lose 1 cube (a life).

 If your Spider stays on the grid, your partner records the calculation (e.g., 42 + 30 = 72).

 Keep taking turns until you’ve used all the cards or one Spider loses all its lives.

**Outcomes:**

I can add and subtract multiples of 10 using a 1-100 grid.

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| Learning Outcomes/Rubrics: |
| I can use the 1-100 grid to add multiples of 10. |  |
| I can use the 1-100 grid to subtract multiples of 10. |  |

**Day 1 task 2:**

Solve sheet 2

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**Week 12 Day 1 Task 1: Greater Depth**

 Spread the "Add or Subtract 10s" cards face down on the table.

 Each player takes a Spider counter and colors it a different color from their partner’s. Give each Spider 4 cubes (these are its lives).

 Place your Spider on a number on the grid, like 42 or 75.

 Take turns picking a card. Follow the card’s instruction with your Spider (e.g., +30). If your Spider moves off the grid, lose 1 cube (a life).

 If your Spider stays on the grid, your partner records the calculation (e.g., 42 + 30 = 72).

 Keep taking turns until you’ve used all the cards or one Spider loses all its lives.

**Outcomes:**

I can add and subtract multiples of 10 using a 1-100 grid.

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| Learning Outcomes/Rubrics: |
| I can use the 1-100 grid to add multiples of 10. |  |
| I can use the 1-100 grid to subtract multiples of 10. |  |

**Day 1 task 2:**

Solve sheet 2