

Race to 10 000

Syllabus focus area and content group

Additive relations A and B

- Apply efficient mental and written strategies to solve addition and subtraction problems
- Use estimation and place value understanding to determine the reasonableness of solutions
- Choose and use efficient strategies to solve addition and subtraction problems

Suggested outcomes

- MA3-AR-01
- MA3-AR-02

Resources

- Hoops
- Bean bags labelled with numbers 0 – 9
- Cones/markers

Activity set-up

- Students place a cone on the ground and place 2 hoops side by side, 7 steps from the marker.
- Place numbered bean bags at cone.
- Group students in pairs

Learning task

The aim of this game is to be the closest team to 10 000 without going over after 8 throws.

- Players begin at the cone.
- Player 1 throws 4 bean bags into hoop 1.
- Player 2 throws 4 bean bags into hoop 2.
- Players collaborate to make two 4-digit numbers
- Players decide to add or subtract the numbers they made using an efficient strategy.
- Players record the answer to their equation.
- Players collect the bean bags and play again.
- Players have 8 throws.
- The team that is closest to 10 000 without going over after 8 turns is the winner.

Increase/decrease challenge

- Make two 6-digit numbers and race to 100 000.
- Make two 4-digit numbers and race to 1 000.
- Move the cone closer to the hoops.

Talking and thinking like mathematicians

How was your and your partners thinking the same and different? What was the most efficient? What can you do differently next time to be more accurate? How did you use your knowledge of place value and renaming?

