

Ages 7-9

Enter the Scrapyard

TEACHER'S NOTES



How to play

Start at 'Go!', then move around the zones until you reach Rusty!

You will need...

Counters for each player and  x1

Zone 1: Number bonds



To move onto a tile, you must roll that amount using your die.

The rules

Start each zone on the green tile and finish on the pink.

Only move 1 tile at a time.

Only 1 roll of the die per go.



Zone 2: Part-whole challenge



To move onto a tile, you must roll the amount the ? represents using your die.

NumBots Counters



Zone 3: Missing numbers



To move onto a tile, you must roll the missing number, represented by the ?, using your die.

Tag us online:

#numberday

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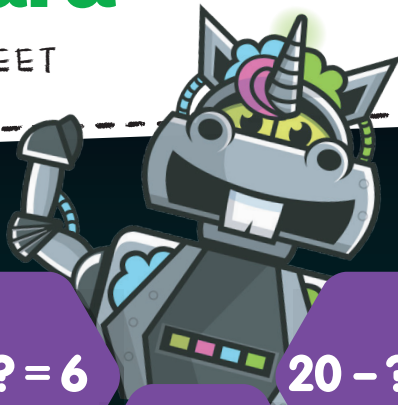


MATHS CIRCLE™



Enter the Scrapyard

PUPIL'S WORKSHEET

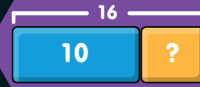


Zone 1 Number bonds

GO!

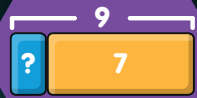
$0 + ? = 6$

$20 - ? = 19$



$10 - 8 = ?$
 $? - 0 = ?$

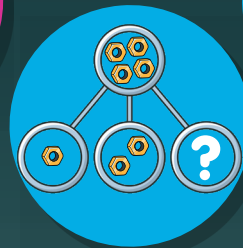
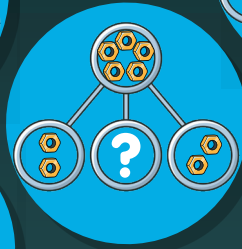
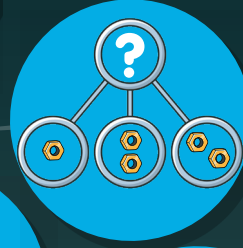
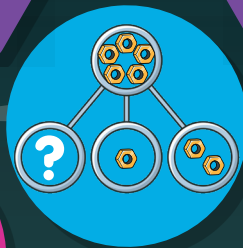
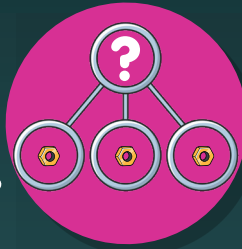
$? + 3 = 12$
 $12 - 6 = ?$



$14 - 10 = ?$

$17 = 20 - ?$

Zone 2 Part-whole challenge



Zone 3 Missing numbers

$= 6 + ?$

$20 -$
 $= ?$

$? + 17 =$

$? + 27 =$

$- ? = 29$

$- 8 = ?$

$+ ? = 28$

$? = 20 -$

**WELL DONE!
YOU DID IT!**

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DynamicDepts

