Bingo: number bonds to 10

Strand

Knowing and using number facts

Learning objective

Derive and recall all pairs of numbers with a total of 10

Type of starter

Rehearse

Whiteboard tools
- Press 'set timer' to adjust the time between bingo calls (5 to 20 seconds).
- Press 'start' to start a new game.
- Press 'check grid' to check answers.
- Press 'play on' or 'winner' after checking a player's grid.
- Press 'new game' to start a new game.

What to do

The aim of this activity is for children to rehearse their knowledge of pairs of numbers that total 10 against a time limit. Ask the children to play individually, or organise them into pairs. Provide each child (or pair) with a bingo card. The bingo card template can be printed from the opening screen of the CD-ROM, or photocopied from page 44.

Each bingo ball offers a single-digit number (including zero). The children need to find a number on their bingo cards which, when added to the number on the bingo ball, makes a total of 10. Once found, ask the children to mark this number on their cards. If the children are new to the game, allow for a longer amount of time between bingo calls. If a child calls *House* (or any other similar winning call you have chosen), press 'check grid' to pause the game and view the checking grid, which includes all of the completed number sentences that have been created. If the child is correct, press the 'winner' button for a fanfare, or press 'play on' to continue the game.

Differentiation

Less confident: support the children with counting blocks. Work with the children on establishing suitable mental methods to improve recall.
More confident: increase the number of answers on the bingo cards, using the bingo card template on page 44. To challenge the children, reduce the time allowed between calls on the timer.

Key questions
- *How can we check that we have all the correct answers?*
- *What strategies can we use to remember these number facts?*

'check grid'
Check answers if *House* is called

'start'
Press for new game

'set timer'
Set timer here or on opening screen