

Number Lotto 0-100 Teaching Notes (0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)

50	100	20
40	10	30
70	90	80

This game is for pupils who are new to English to learn and recognise numbers from 10-20, as well as the four colours, pink, black, brown and purple. The objective of the game is for the pupils to identify numbers in sequence and randomly, and to recognise the four colours.

Items to be printed

1. 2 sheets of teaching notes.
2. 2 sheets of number lines.
3. 2 sheets of number grids pages 3-4, to be cut and used as counters.
4. 4 sheets of stage 1 board game.
5. 4 sheets of stage 2 board game.
6. 4 sheets of stage 3 board game.
7. 1 sheet of Number Lotto Stage 3 Board Guide.

Numbers

0
10
20
30
40
50
60
70
80
90
100

How to make it up

1. Laminate all the sheets
2. Cut up the counters on the number grids on pages 3-4.
3. Put all the number counters in a small bag or box.

Language

Colours

pink, black, brown and purple.
number line

Language structures

Can you count up to.....?
Let's count together.....
Who has got a.....?
Have you got a.....?
I have got.....
I have a.....
He's got...
She's got.....
Which numbers are missing?
Who has all the numbers?
It's your turn.
Whose turn is it now?
It's my turn.

How to play the game

Teacher/teaching assistant with 3 or 4 pupils. Please include pupils with a good command of English who can act as good role models. The winner for each game is the first pupil to cover all their numbers with the counter cards.

Stage 1

Give each pupil a number line. Talk about the colours and count the numbers up to 10. Encourage pupils to teach you to count using their home language.

- Give each pupil a number lotto board for stage 1, the same colour as their number line.
- Teacher/teaching assistant takes a number card from the container and reads out the colour and number:
eg: Who has a purple 50?
show them the number if needed.
Encourage them to answer
I have a purple 50.
- Pupils can use the number line to help them.

Stage 2

- Play as Stage 1. At the end of the game ask the pupils which

numbers were missing on their board.

The number line can be used for this.

Stage 3

- Play as Stage 1. This game will reinforce the numbers and colours randomly. All the numbers from 10-20 are used in this game.
- *If you wish to use less than four boards use the guide to find which numbers are needed.*

Follow up Activities

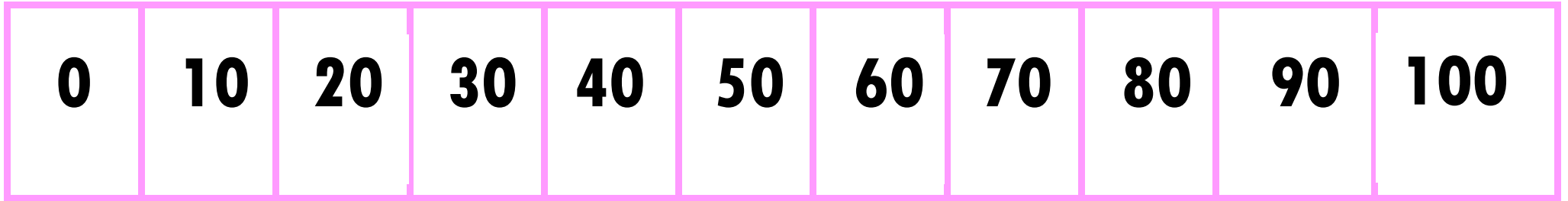
- Ask the pupils to sequence the numbers cards from 0-100.
- Remove one card from the 0-100 sequence and see if the pupil can tell which number card is missing.
- Pick the cards at random and see if they can count the appropriate number using Cuisenaire rods in groups of 10.
- Ask the pupils to look for these numbers and colours in school and at home.

Funded by

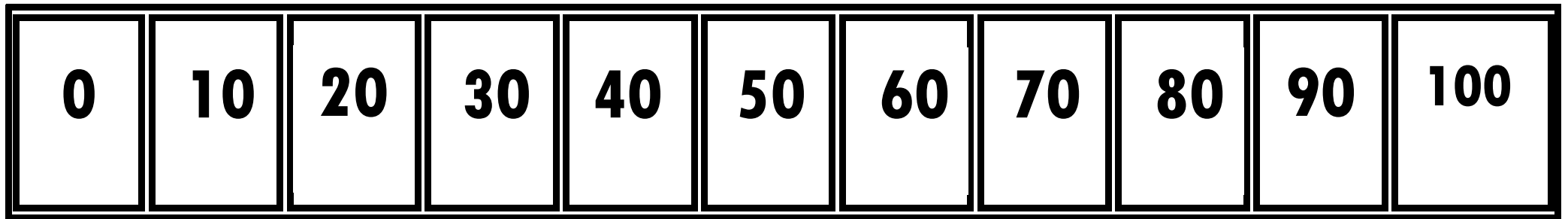


Number Lotto: 0-100 (0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)
Additional Materials and Editors: Harvinder Bilkhu, Deborah Barkham
Bristol EMAS: July 2005

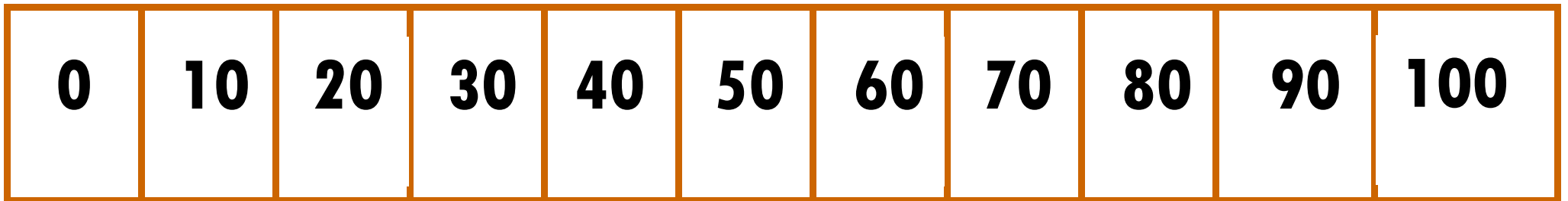
<http://emas.bristol-lea.org.uk>



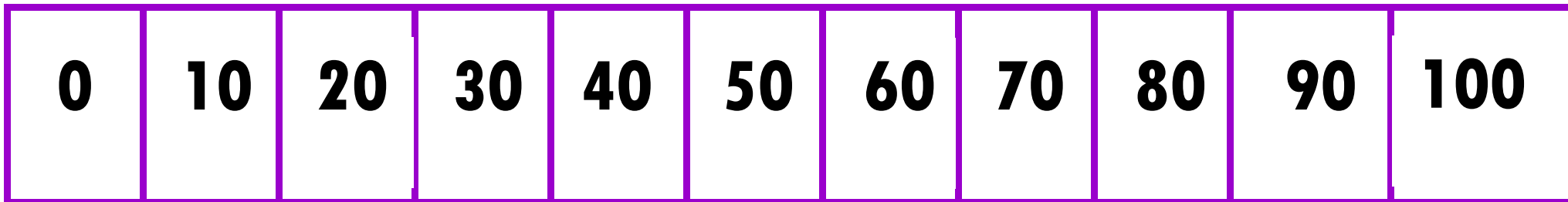
Number Line



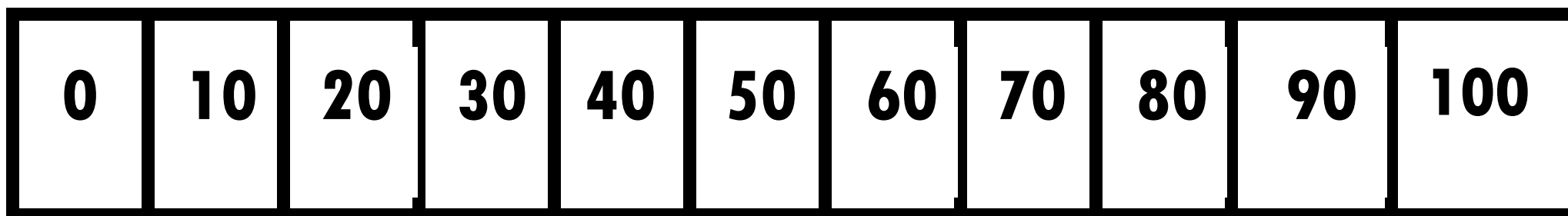
Number Line



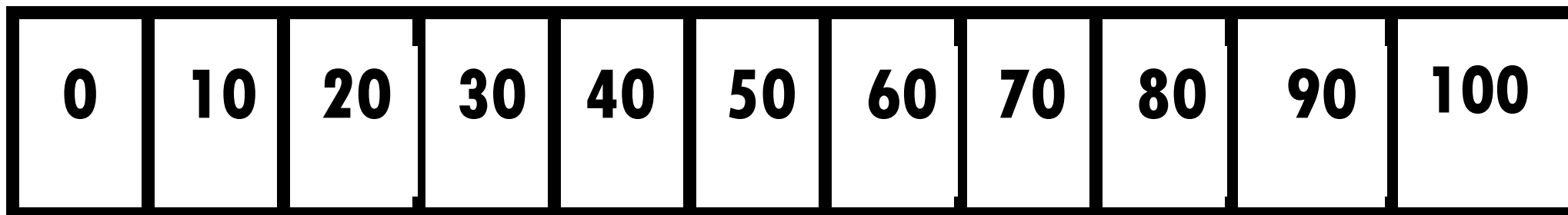
Number Line




Number Line




Teacher's Number Line




Teacher's Number Line

0	10	20	30
40	50	60	70
80	90	100	

0	10	20	30
40	50	60	70
80	90	100	

0	10	20	30
40	50	60	70
80	90	100	


0	10	20	30
40	50	60	70
80	90	100	

Number Lotto: 0-100

(0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)

Pink Board

Stage 1

0	10	20	30
40	50	60	70
80	90	100	

Number Lotto: 0-100

(0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)

White Board

Stage 1


0	10	20	30
40	50	60	70
80	90	100	

Number Lotto: 0-100

(0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)

Brown Board

Stage 1


0	10	20	30
40	50	60	70
80	90	100	

Number Lotto: 0-100

(0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)

Purple Board

Stage 1

0	10	20	30
40	50	60	70
80	90	100	

Number Lotto: 0-100

(0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)

Pink Board

Stage 2

10	80	50
30	60	70
90	100	20

Number Lotto: 0-100

(0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)

White Board

Stage 2

100	40	20
30	50	60
90	80	10

Number Lotto: 0-100

(0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)

Brown Board

Stage 2

20	100	60
40	30	70
50	80	90

Number Lotto: 0-100

(0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)

Purple Board

Stage 2


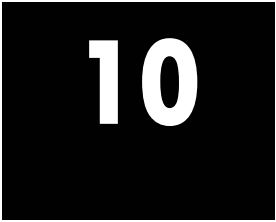


50	100	20
40	10	30
70	90	80

Number Lotto: 0-100

(0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)

Pink Board

Stage 3

	0	20
30		70
60	50	100
	80	

Number Lotto: 0-100

(0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)

White Board

Stage 3



	0	50
100	80	10
70	60	30
40	20	90

Number Lotto: 0-100

(0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)

Brown Board

Stage 3



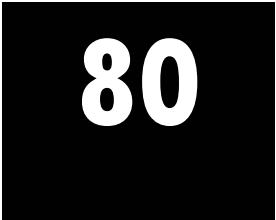

	10	40
0		90
	50	80
20	70	

Number Lotto: 0-100

(0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100)

Purple Board

Stage 3

	10	
90		0
30	20	40
100		60

Number Lotto 0-100 counting in tens Stage 3 Board Guide

Pink Board	60 80 100	10 40 90	20 30 70	0 50
White Board	10 70 90	0 20	50 60 80	30 40 100
Brown Board	20 40 50	30 60 100	0 90	10 70 80
Purple Board	0 30	50 70 80	10 40 100	20 60 90