Just-in-Time Maths

Vignette Series

THE LEARNER FIRST™

Just-in-Time Vignettes

1 Curriculum intent

2 A rich balance

3 NZ Maths - a great place to start

4 Place Value – The big ideas

5 Place Value – read, write and order

6 Place Value – expand and nest

7 Place Value – rename and round

8 Place Value- mental computation

9 Rapid Routines

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Just-in-Time Maths

Vignette

5

Read, write and order

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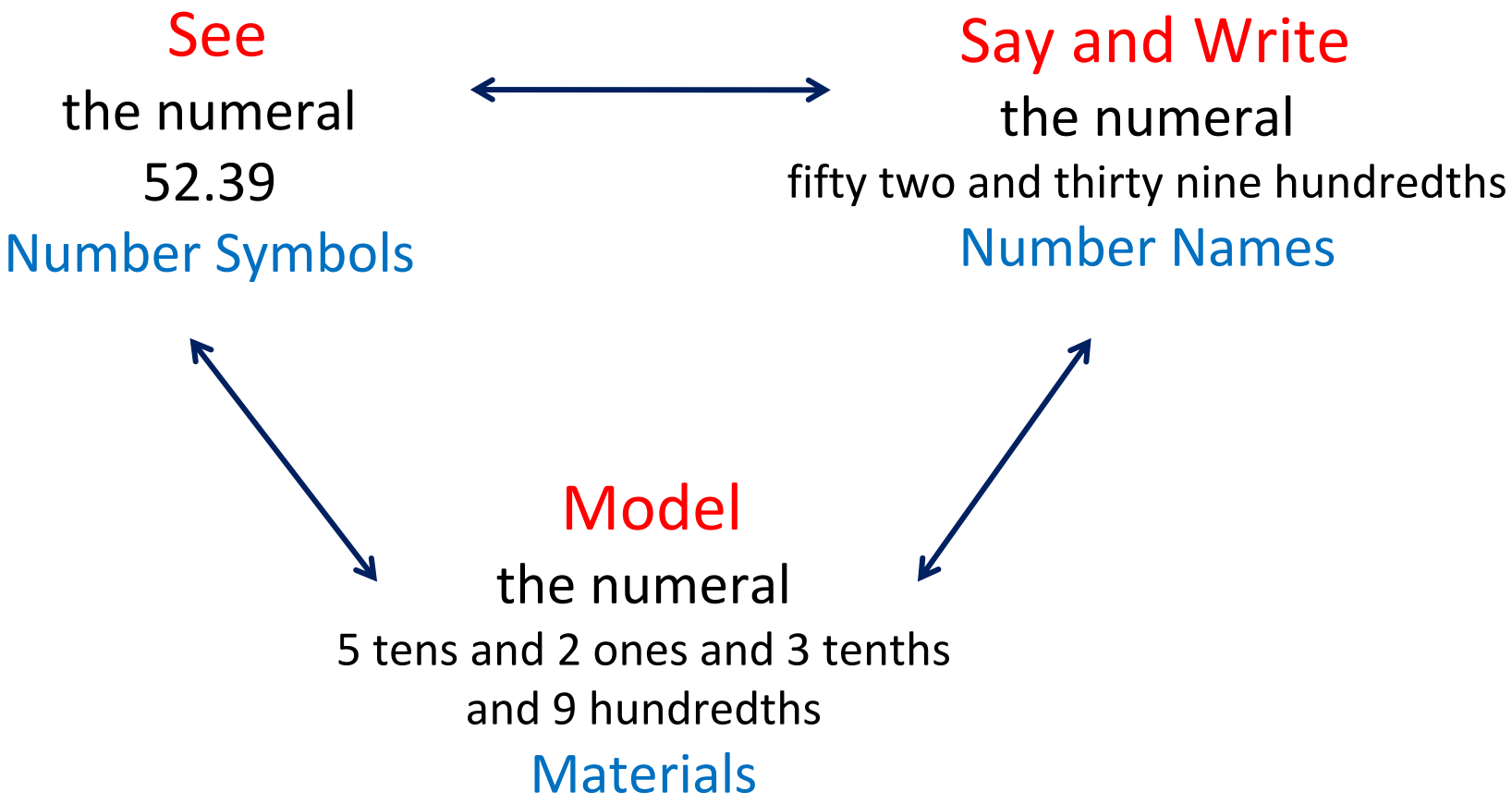
Scope and sequence to Level 4

Number Knowledge								
	Level 1		Level 2		Level 3		Level 4	
	After 1 year	After 2 years	After 3 years	After 4 years	After 5 years	After 6 years	After 7 years	After 8 years
Number Range *at least to*	**20**	**100s**	**1000s**	**10 000s**	**100 000s & 0.1**	**1 000 000 & 0.01**	**>1 000 000 and < 0.01**	
Read & write *Represent, read and record numbers*	Seventeen (17)	One hundred and twenty-five (125)	Two thousand and twenty-five (2025)	Twenty thousand, four hundred & five (20,405)	3 and 4 tenths (3.4)	Ten and fifteen hundredths (10.15)	millions and billions thousandths, millionth	
Order & compare *Numbers in the range ..*	0-20	0-100	0-1,000	0-100,000	0-1,000,000	tenths & hundredths	tenths, hundredths and thousandths	
Round *Round numbers to the nearest ..*		ten	hundred	thousand	million	tenths & hundredths	tenths, hundredths and thousandths	
Name & Expand *Name, model and expand*	**17** 10+7	**125** 100+20+5 1hundred, 2 tens and 5 ones	**2,025** 2,000+20+5 5 means 5 ones	**20,405** 20,000+400+5 4 means 4 hundreds	**175 525** 100,000+70, 000+5,000+500+20+5 2 means 2 tens	**12.5** 10 + 2 + 0.5 1 ten, 2 ones, 5 tenths 1 means 1 ten	$8753 = 8 \times 10^3 + 7 \times 10^2 + 5 \times 10^1 + 3 \times 10^0$ $2.45 = 2 \times 10^0 + 4 \times 10^{-1} + 5 \times 10^{-2}$	
Nesting *Number can have different names without changing the value. (includes unitising and re-unitising – 30 ones is 3 tens)*	**17** 1 ten, 7 ones	**125** 12 hundreds and 5 ones **100** is 10 tens	**656** 65 tens and 6 ones **1,000** is 10 hundreds *or* 1 thousand	**20,405** 20 thousands and 405 ones *or* **10,000** is 100 hundreds *or* 10 thousands	**175,525** 17 tens thousands, 50 hundreds, 2 tens, 5 ones **100,000** is 1,000 hundreds *or* 100 thousands	**12.5** 1 ten and 25 tenths **1.00** is 10 tenths, 100 hundredths	**2.47** 2 whole and 47 hundredths **10 000 000** is 10 000 thousands	
Renaming *Numbers can be rearranged in terms of place value without changing the value*		**125** is 11 tens and 15 ones	**3250** is 30 hundreds and 250 ones	**12 505** is 11 ten thousands and 1505 ones	**125 475** is 124 thousands and 1475 ones	**1.2** is 11 tenths and 10 hundredths	**10.75** is 107 tenths and 5 hundredths *or* 1 ten and 75 hundredths	

Connecting Numbers with Numerals



Read and write

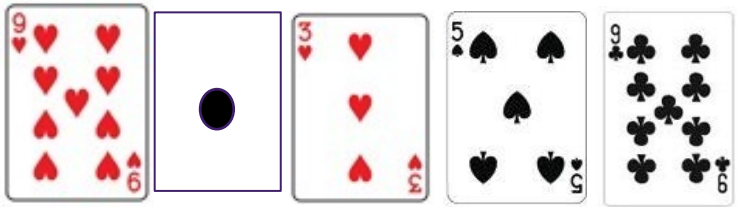
MILLIONS			THOUSANDS			ONES			PARTS OF ONE	
H	T	O	H	T	O	H	T	O	T	H
	8	3	5	1	0	5	8	5		

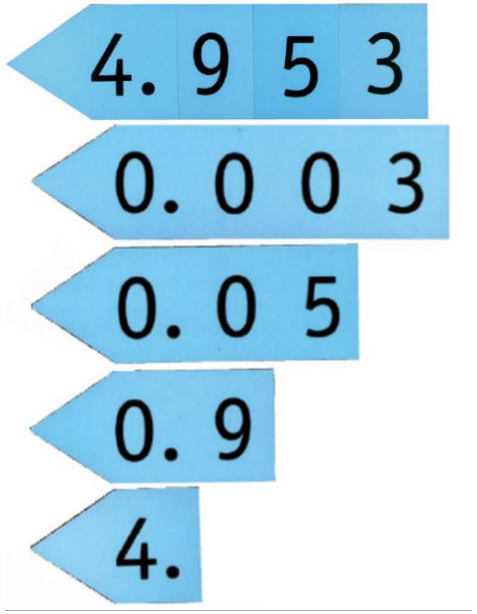
Read digits in the millions house and say eighty three million”

Read digits in the thousands house and say “five hundred and ten thousand”

Read digits in the ones house and say “five hundred and eighty five”

Rapid routines - Dealing Decimals





Thousands			Ones			Parts of One		Hundredths			Thousandths		
H	T	O	H	T	O	T	H	O	T	H	O	T	H

Rapid Routines- Ordering Decimals

0.
0.
0.
0.
0.
0.
0.045
0.

1. Roll a dice labeled 1,2,3 to determine how many dice you will roll on your turn (1, 2, or 3)
2. Roll your allocated amount of dice (1, 2 or 3)
3. Arrange your dice to make a 1,2, or 3 decimal number
4. Record this decimal on your rocket
5. Read your decimal aloud to your partner

The goal of the game is to fill your rocket first with decimals in order.