

# 100 Square Challenges

These activities can be used to develop the children's understanding of numbers. The 100 square is a versatile tool and can be used in a variety of ways.

1. Cut up a 100 square and make it into a number line.
2. Make your own 100 square. Can you colour all of the multiples of 10 in one colour? What about the multiples of 2 and 5?
3. Colour all the even numbers and establish a rule for recognising even numbers (or the odd numbers!).
4. Find one more and one less. Find 10 more or 10 less. How does a 100 square help you? Is there a pattern that you can follow?
5. Make your own 100 square using post-it notes. Take some of the numbers away. Can your partner work out which numbers are missing?
6. Make a Snakes and Ladders game (or an adaptation e.g. giraffes and slides!)
7. Squares: Draw a 2 by 2 square on the hundred square.

3	4
13	14

Add the numbers in opposite corners.

What do you notice? Is it the same for different 2 by 2 squares?

8. Total 100: Find pairs of numbers on the hundred square that total 100. How many different pairs can you find? How could you organise your answers to know that you have found all of the possibilities? Can you find a pair for every number?



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## Continued

9. Consecutive numbers: Circle three numbers next to each other in a row. Find their total. Repeat for other groups of three consecutive numbers. What do you find?
10. Explain to the children that a palindrome is a number that is the same forwards as it is backwards (e.g. 55) How many palindromic numbers can you find on a 100 square? Colour them in. Can you spot a pattern?
11. Favourite numbers: Choose your favourite number from the hundred square. Make up 5 statements about it e.g. it is a multiple of 5, it is greater than 30 etc. Can someone else guess your number correctly? If not, let them ask a question to help them.
12. Counting game: count in tens but start from any number. Colour in the numbers – what pattern can you see?
13. Play 'Race to 100' Take turns rolling one or two dice and moving that many spaces on the hundreds chart. If you correctly predict your landing place before you move (without counting squares!), then you can go one extra space as a bonus. The first person to reach or pass 100 wins the game.
14. Play a number bonds game. Take turns pointing to any number. The other player has to say how many more it takes to make 100.
15. Play 'Arrow Games'. Starting at the number given, each arrow means to move one square in the direction shown. "What number is 45  $\leftarrow \leftarrow \uparrow \rightarrow \uparrow$  ?" How would you use arrows to say, "Start at 27 and move to 59?" Make up your own arrow code for someone to follow.

