Number Bonds for 20 Activities 2

The aim of these activities is to:
- Apply knowledge of number bonds for 10 to the bonds for 20.
- Improve verbal recall of the number bonds for 20.
- Recognise and recall the related subtraction facts for 20.

Sorting activity 1

Spread out the base 10 cards face up. Ask the pupil to find pairs that total 20. Ask them to say the number sentence for each pair eg '13 add 7 equals 20'. Encourage them to look at the units shown and use the number bonds for ten to help them (3+7=10 so 13+7=20). Can they use place value to recognise a ten and three units as 13 without counting? Can they explain that the '10' card is left on its own because it would need to be paired with another 10?

Sorting activity 2

Spread out the base 10 cards face up. Pick one card and say, '20 take away … *-the number shown on the card-…* equals?' Ask them to say the answer, (by using their knowledge of the addition bonds for 20) and find the appropriate card. Alternate between using the words 'take away' and 'subtract'. Once confident, the pupil may turn over the card themselves and say the number sentence. Encourage use of the term '**subtract**'.
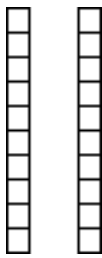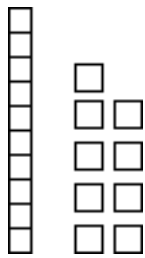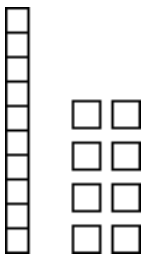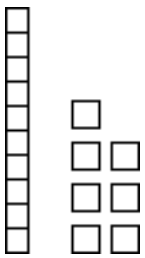
Pairs game
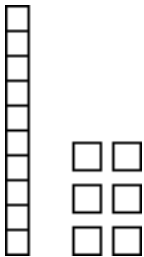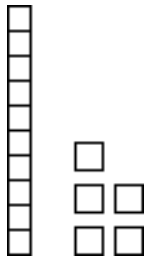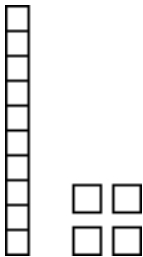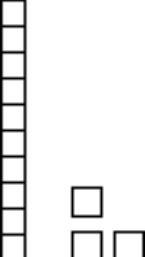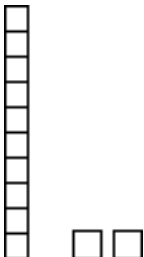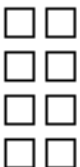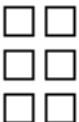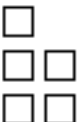
Shuffle together the base 10 and number cards and deal 4 cards to each player. If a player has two cards which total 20, they may say the number sentence (eg. 13+7=20), put that pair aside and take 2 cards from the pile to replace them. The first player draws a card and checks if it can be paired with one in their hand to make 20. (Pairs can be both numbers, both base 10 or one of each.) If it can, these cards are placed aside and 2 replacements drawn. If this can also make a pair, the process is repeated, until no pairs can be made. The player then chooses a card to place face up on a discard pile and ends their turn. On following turns, a player may choose to take a card from the discard pile instead of the one of the face down cards whenever they need to draw a card. When there are no cards left in the draw pile, shuffle the discard pile and place it face down to replace it. The winner is the player with the most pairs when there are no cards left to draw from.

Memory game

Spread out the base 10 cards face down. Players take turns to turn over two cards. If the cards have a total of 20, the pair may be kept, otherwise turn them face down again. The player with the most pairs at the end is the winner. To practise subtraction facts, turn over a card and say, '20 subtract… *-the number shown on the card-…* equals?', then turn a second card to see if it is the correct answer. Keep the pair if it is, turn them face down again if not.

To increase the challenge in both versions, play instead with the number cards, or use both base 10 and number cards together!

Fixit Maths

Base 10 cards

Fixit Maths

Number cards

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
16	17	18	19
20			

Fixit Maths