Place Value: Lolly Shop

**(Y2)**

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| To read the most recent version of this task, download associated resources, and view embedded professional learning including classroom videos and work samples, visit: [https://resolve.edu.au/teaching-sequences/year-2/place-value-lolly-shop](https://resolve.edu.au/teaching-sequences/year-2/place-value-lolly-shop?utm_source=docx&utm_medium=sequence_overview&utm_campaign=lolly-shop) |

# Sequence Overview

## About this sequence

Students learn that 10 of these are equal to 1 of those, and they apply this knowledge to three-digit numbers.

## Australian Curriculum: Mathematics (Year 2)

### Achievement standard

### In Year 2, students order and represent numbers to at least 1000, apply knowledge of place value to partition, rearrange and rename two- and three-digit numbers in terms of their parts, and regroup partitioned numbers to assist in calculations.

### Number

**AC9M2N01 -** Recognise, represent and order numbers to at least 1000 using physical and virtual materials, numerals and number lines

**AC9M2N02 -** Partition, rearrange, regroup and rename two- and three-digit numbers using standard and non-standard groupings; recognise the role of a zero digit in place value notation.

# Tasks in this sequence

## Task 1 • Packing lollies

Students learn that making groups helps us to keep track of the count and facilitates efficient counting strategies.

## Task 2 • Rolls and boxes

Students learn to group ones to make tens and group tens to make hundreds, and develop the idea of “10 of these is equal to 1 of those”.

## Task 3 • Filling boxes

Students play a simple game to build their understanding of “10 of these is equal to 1 of those”.

## Task 4 • How many?

Students learn that numbers can be represented in different but equivalent ways.

## Task 5 • Different ways

Students play a game building their understanding of different yet equivalent ways to represent a two-digit number.

## Task 6 • Counting lollies

Students learn to use ‘10 of these is equal to 1 of those’ to make sense of place value patterns and different but equivalent representations.

## Suggested implementation

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|  | **Week 1** | **Week 2** |
| **Monday** | **Task 1 • Packing Lollies**   * Warm-up * Launch and Explore * Connect | **Task 4 • How many?**   * Warm-up * Launch and Explore |
| **Tuesday** | **Task 2 • Rolls and Boxes**   * Warm-up * Launch and Explore * Gallery walk | **Task 4 • How many?**   * Warm-up * Connect |
| **Wednesday** | **Task 2 • Rolls and Boxes**   * Warm-up * Connect | **Task 5 • Different ways**   * Complete the activity sheet |
| **Thursday** | **Task 3 • Filling Boxes**   * Warm-up * Play the game Filling Boxes | **Task 6 • Counting lollies**   * Warm-up * Launch and Explore * Connect |
| **Friday** | **Task 3 • Filling Boxes**   * Warm-up * Play the game Filling Boxes | **Task 6 • Counting lollies**   * Warm-up * Launch and Explore * Connect |