Maths Ninjas Set 4 (tens pairs to make 100)

The Maths Relevance Explained

This set is about knowing the 6 pairs of tens numbers that add to make 100. It is directly linked to Set 1: pairs that add to make 10.

0 + 10 = 10	1 + 9 = 10	2 + 8 = 10	3 + 7 = 10	4 + 6 = 10	5 + 5 = 10
0 + 100 = 100	10 + 90 = 100	20 + 80 = 100	30 + 70 = 100	40 + 60 = 100	50 + 50 = 100

So, there are only 6 facts to learn, but your child needs to be able to use each fact however it is disguised!
eg. Knowing 30 + 70 = 100 means that your child should also know
$$70 + 30 = 100$$
$$100 - 70 = 30$$
$$100 - 30 = 70$$
and that they can be written with the unknown in any position. eg. $70 = 100 - \boxed{}$

Instant recall of the pairs that make 100 is essential for mental arithmetic. If you are in a shop, paying with a pound coin for an item that costs 40p, you can instantly know that you need 60p change.
If you need to calculate 130 – 80, you know that 80 up to 100 is 20, and then 30 more, giving a difference of 50.

With secure, instant recall of number bonds (addition and subtraction), your child will feel much more confident and be much more accurate doing both mental and written calculations.

How to Help Your Child to Learn these Number Bonds

➢ Revise a pair that makes 10, and then learn the related pairs that make 100 on the first day, eg revise 1 + 9 = 10 and then learn 10 + 90 = 100. Check recall at random times during the day, eg. " 10 plus what makes 100? How do you know that?". It takes only a few seconds each time. On the second day, add in a second fact. Check recall of all bonds learned so far (including those learned in Set 2: pairs that make less than 10 and Set 3: pairs that make 20) at random times during the day. After 6 days, your child will know the pairs that make 100 and should be able to relate them to the pairs that make 10. Then move on to disguising them, by asking, " 100 minus 30 is what?" and similar.

➢ Once the 6 new bonds are known, try a revision game to reinforce them. If you can, buy a set of mixed dice which includes a 0-90 die*, or make a 0 – 90 spinner. Play a quick game with your child using the 0-90 die or spinner plus some bricks/beads/raisins. If you roll a 70, you must say 30 and the related number bonds. [The parent should make a few deliberate mistakes (saying incorrect number bonds) for the child to spot. It usually helps the game along if you don't seem too perfect . . .] Earn a lego brick/raisin if you get it right. After 20 goes each, make something with your lego bricks or eat your raisins!

➢ Give your child mixed 10p, 20p and 50p coins. Challenge him/her to make up £1 (100p) in different ways, using knowledge of pairs that make 100.

➢ Play shops where all items cost under £1, but in multiples of 10p. Customers come with £1 coins. Change must be worked out and explained using number bonds of pairs that make 100.

*A mixed set of dice, very useful for playing games to revise number bonds , can be bought for about £3 from Amazon