Maths Ninjas Set 19 (add & subtract single digit to two-digit number)

The Maths Relevance Explained

This set is an extension of previous sets so that your child will be able to add a single digit number to any number. Your child does not have to learn any new number bonds for this. He/she needs to have rapid recall of the number bonds he/she has learned so far, in order to calculate quickly and accurately. Your child should still remember the pairs that make 10 (set 1), the pairs that make less than 10 (set 2), the pairs that make 20 (set 3), the single digit pairs that make 11-19 (set 5).

In order to add a single digit to a two digit number, it is helpful to bridge across the next whole tens number. eg. If you were adding 8 to 37, you would think, "How many to get up to 40, and then how many more? If you were subtracting 8 from 37, you would think, "How many to go down to 30 and then how many more must I take off?"

37 + 8 = ?   Plus 3 to 40 (using 7 + 3 = 10)
            Plus another 5 (using 8 = 3 + 5)
   So the answer is 40 + 5 (easy) = 45

37 – 8 = ?   Take off 7 (easy) to 30
            Take off another 1 (using 7 + 1 = 8)
             30 – 1 = 29 (using 10 – 1 = 9)

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

How to Help Your Child to calculate quickly

➢ Revise all the number bonds your child already knows, to make sure he/she is still accurate and fast. (Especially pairs that make 10, and bonds for numbers under 10.)

➢ Check your child understands the mental process by showing it to him/her on a number line and talking through bridging across the next whole tens number.
   eg. **26 + 7**
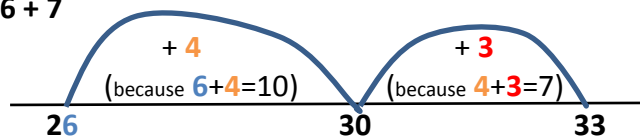
➢ Play a dice game with your child. You need one 0-9 die or 0-9 spinner. You also need a sheet of paper and a pencil.
   Both players start from zero.
   Take turns to roll the die and add mentally the number you roll to your total score.
      eg. If on your first turn you roll 7, your score is 7. On your next turn, you roll 4, your must add 4 to 7 to give your running score as 11. On your next turn you roll 6, so your score is 11 + 6 = 17, and so on. Try to ensure your child uses number bonds rather than fingers.
   Winner is the first to pass an agreed number, maybe 100, or if you have less time maybe 60.
   Next time you play, start at 100 or 60 and subtract the number you roll. Winner is the first to reach zero.

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