



Ordering 0-100

Purpose:

You can help your child to practice ordering numbers in the range 0-100.

What you need:

Pack of cards. Ace = 1, remove the 10 and the picture cards.

What to do:

Shuffle the cards and place face down in a pile. Player A takes the top 2 cards and arranges them to make a number. For example, the cards 3 and 7 can be arranged to make 37 or 73. Player B then nominates whether they will make a number smaller or bigger than player A's number. They then select 2 cards and make a number. If it is the nominated size (bigger or smaller) compared to player A then B wins a point, if not then player A wins the point.

Players then swap roles with player B making a number first.

The winner is the first player to score 10 points.

What to expect your child to do:

To be able to compare the size of two numbers in the range 0-100.

Variation:

- Both players take 2 cards, and each makes a number, the biggest number wins a point.
- Use 3 cards and extend the range to 100-1000.

He Kupu Māori:

riwhiriwhi (~a)	shuffle
toha (~ina)	deal, distribute
kāri tau	number card
mati-rua	2-digit
putunga kāri	pile of cards

He Whakawhitinga Kōrero:

- Riwhiriwhia ngā kāri. (*Shuffle the cards.*)
- Whakaputua ngā kāri, ko ngā mata ki raro. (*Pile the cards, face down.*)
- Tangohia ngā kāri e rua o runga. (*Pick up the top two cards.*)
- Whakamahia ō kāri hei hanga i tētahi tau mati-rua. (*Use your cards to make a 2-digit number.*)
- Kei a au ināianei. Māku e tango ētahi kāri e rua. Māku e kī atu, ka hanga au i tētahi tau nui ake i tāu. (*It's my turn now. I say that I'll make a number that's bigger than yours.*)
- Ka rawe! He nui ake tāku i tāu. Kei a au te whiwhinga. (*Good one! My number is bigger than yours. My point.*)
- Kei raro e putu ana! He iti iho tāku i tāu. Ka riro i a koe te whiwhinga. (*I lose. My number is smaller than yours. You get the point.*)