



Colin and Coco's Daily Maths Workout

Workout 2.3

Answers

Place Value





Place Value Workout

Workout A

Insert < or >

6 < 11	74 > 44	40 > 20	52 < 53
14 > 8	53 < 83	30 < 80	64 > 62
7 < 16	81 > 41	90 > 80	83 < 88
18 > 13	46 < 66	10 < 20	37 > 32

Workout B

Place Value Workout

Insert < or >

9 < 12	42 < 52	40 > 30	96 > 91
13 > 8	83 > 63	48 < 51	79 > 77
6 < 16	31 > 21	29 < 30	64 > 61
18 < 19	15 < 25	60 > 59	55 < 59

Workout C

Place Value Workout

Put each set of numbers in order from smallest to largest.

13, 9, 31	9, 13, 31	70, 79, 69	69, 70, 79
8, 28, 80	8, 28, 80	81, 80, 18	18, 80, 81
16, 26, 6	6, 16, 26	29, 20, 30	20, 29, 30
41, 14, 40	14, 40, 41	93, 39, 90	39, 90, 93



Plot It Game

Workout D

You need:

0 - 100 benchmarked number line (at the bottom of this page.)

Two sets of cards 1 - 9 (Use playing cards or print off the cards at the back of the pack.)

To play:

Shuffle the two sets of cards together.

Put the cards in a deck face down.

Take it in turns to turn over two cards, to make a two-digit number.

Choose which digit represents the tens and which represents the ones.

Plot your number on the number line, convincing your opponent that you are plotting it in the correct place..

Put the cards into a discard pile.

I have turned over a 3 and a 7

If I have 3 tens and 7 ones the number is thirty-seven.

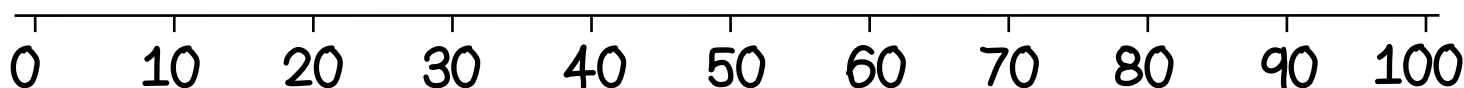
If I have 7 tens and 3 ones the number is seventy-three.

Then it is the next player's turn.

If all the cards have been used, shuffle them and continue playing.

To win:

The winner is the first player to get 4 of their points plotted without any of their opponent's points in between.





Missing Number Workout

Workout E

Put digits in the empty boxes so that all the numbers are in order from smallest to largest.

Complete it in several different ways.

Possible solution using digits 0 -9 once each

5

,

1

2, 1

7

,

2

5, 2

9

,

3

0

,

A

3

6

,

4

8

B

Are there any boxes that it is impossible to put a 3 in? Why?
What about other impossible digits?

e.g. 3 can't go in box A because it needs to be only 1 ten

Are there any boxes that could have any of the digits in them?

e.g. 0 - 9 could go in box B because it has four tens so will be larger than the number before it without any ones.

Now complete it using the digits 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9 once each.



Stamps Challenge

Workout F

Susie has some stamps.
They are either 1p or 10p stamps.



She sticks 8 of them on a parcel.
What might be the total value of the stamps?

Find as many different total values as you can.
How can you keep track of your thinking?

80p
71p
62p
53p
44p
35p
26p
17p
8p

3 stamps fall off the parcel.
What could be the value of the stamps left on the parcel?

Many possibilities. e.g. If you start with 6 tens and 2 ones the combination that fall off could be 10p, 10p, 10p to leave 32p or 10p, 10p, 1p to leave 41p.

What if you started with 6 stamps and then 2 fall off?



Word Problem Workout

Workout G

Pens are sold in packs of ten.
Colin buys seven packs of pens.
How many pens does he buy?

70 pens

Coco's crackers have ten in a pack.
She has six full packs. She eats 1 cracker.
How many crackers does she have left?

59 crackers

Apples come in bags of ten.
Colin has five bags and 3 loose apples.
Coco has four bags and fourteen loose apples.
Who has more apples?

Coco - 54 apples

Colin has 21 Cat Woman stickers, 12 Batman stickers and twenty Superman stickers.
Put his stickers in order, from least to most.

12 Batman, 20 Superman, 21 Cat Woman

Coco, Colin and Steve are playing a game.
Coco scores 90
Steve score 19
Colin scores 89
Who won the game? Who came last?

Coc won, Steve came last

Create your own problems for putting numbers in order.



Number of the Day Workout

Workout H

Today's number is

Write it in words

Draw It

Double It

Halve It

Draw It another
way

Add 9

10 more

10 less

Calculation so it
is the difference.

Calculation so it
is the total.



Cards for the Games

1

2

3

4

5

6

7

8

9