



Makes Maths Fun

Level 7

Whole Number

Bloomsmath is a comprehensive mathematics program which provides a fun way for every student to be learning to the best of their ability.

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Whole Number

Level 7 is designed for students in their seventh year at school often called Year 6. Students will order, read and write numbers of any size.

Knowledge: Students will create numbers and order them in size.



Students who demonstrate proficiency in this activity move on to Comprehension.



Students stop here as they require additional teacher support to master this activity.

Comprehension: Students will create numbers using Roman Numerals and order them in size.



Students who demonstrate proficiency in this activity move on to Application.



Students stop here if time has run out or they require additional support with this activity.

Application: Students will crack a number based code breaker.



Students who demonstrate proficiency in this activity move on to Analysis.



Students stop here if time has run out or they require additional support with this activity.

Analysis: Students will play Big, Bigger, Biggest to create and order numbers.



Students who demonstrate proficiency in this activity move on to Synthesis.



Students stop here if time has run out or they require additional support with this activity.

Synthesis: Students will reverse the Analysis game to play Low, Lower, Lowest.

Evaluation: Suggested questions provide a starting point for discussions related to Whole Numbers.



Students may complete more or fewer activities for each learning outcome depending on the time allocated and their strength in the area being covered.



All students should participate in the Evaluation discussion to encourage the use of mathematical language, logical reasoning and reflection on that which they have completed.

Name: _____

Knowledge

Use sticky darts to create numbers and order them in size.

Instructions:

1. Print the dart board below onto photographic paper (so sticky darts such as BoomCo Darts will stick to it)
2. In a team of 4, stand with a Recording Sheet and 5 sticky darts at least 1 metre from your team's dart board.
3. Throw your 5 darts at the board to create the largest number possible.
4. Take turns throwing and recording until each player in your team has recorded 5 multi-digit numbers.
5. Order your numbers from largest to smallest and make both the largest and smallest number you can using all of your digits.

	Player 1	Player 2	Player 3	Player 4
Number 1				
Number 2				
Number 3				
Number 4				
Largest Number				
Smallest Number				

	Numbers from Smallest to Largest			
Player 1				
Player 2				
Player 3				
Player 4				

Knowledge
Comprehension
Application
Analysis
Synthesis
Evaluation

Whole Number - Level 7 - Students will order, read and write numbers of any size.



Let's Try This Again

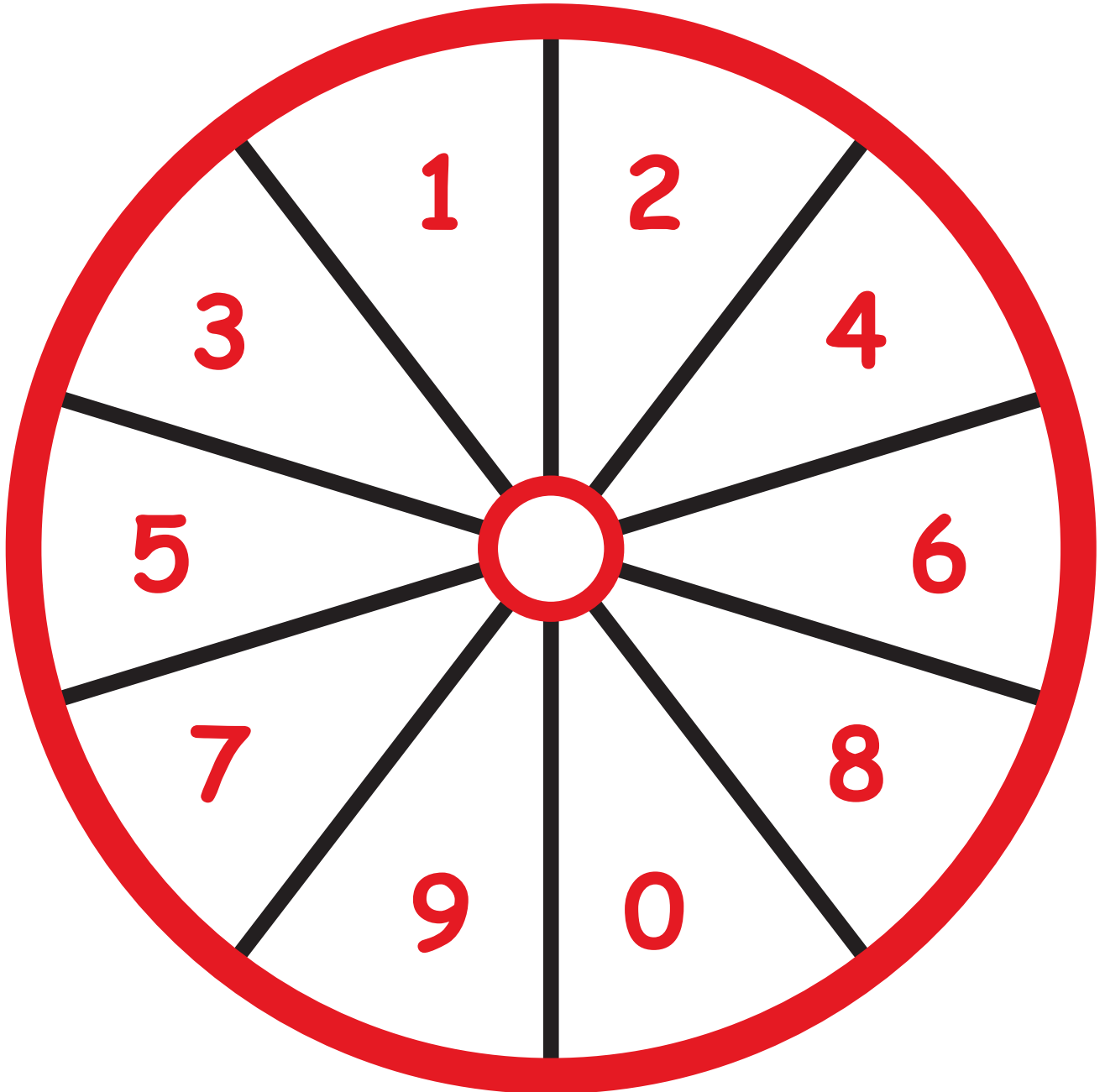


Progress To Comprehension

Name: _____

Knowledge

Dart Board



Knowledge

Comprehension

Application

Analysis

Synthesis

Evaluation

Whole Number - Level 7 - Students will order, read and write numbers of any size.



Let's Try This Again



Progress To Comprehension

Name: _____

Comprehension

Play the same games as the **Knowledge** section but this time use Roman numerals and sticky darts to create numbers and order them in size.

Instructions:

1. Print the dart board below onto photographic paper (so sticky darts such as BoomCo Darts will stick to it)
2. In a team of 4, stand with a Recording Sheet and 5 sticky darts at least 1 metre from your team's dart board.
3. Throw your 5 darts at the board to create the largest number possible.
4. Take turns throwing and recording until each player in your team has recorded 5 multi-digit numbers.
5. Order your numbers from largest to smallest and make both the largest and smallest number you can using all of your digits.

	Player 1	Player 2	Player 3	Player 4
Number 1				
Number 2				
Number 3				
Number 4				
Largest Number				
Smallest Number				

	Numbers from Smallest to Largest			
Player 1				
Player 2				
Player 3				
Player 4				

Whole Number - Level 7 - Students will order, read and write numbers of any size.

Knowledge
Comprehension
Application
Analysis
Synthesis
Evaluation



Let's Try This Again

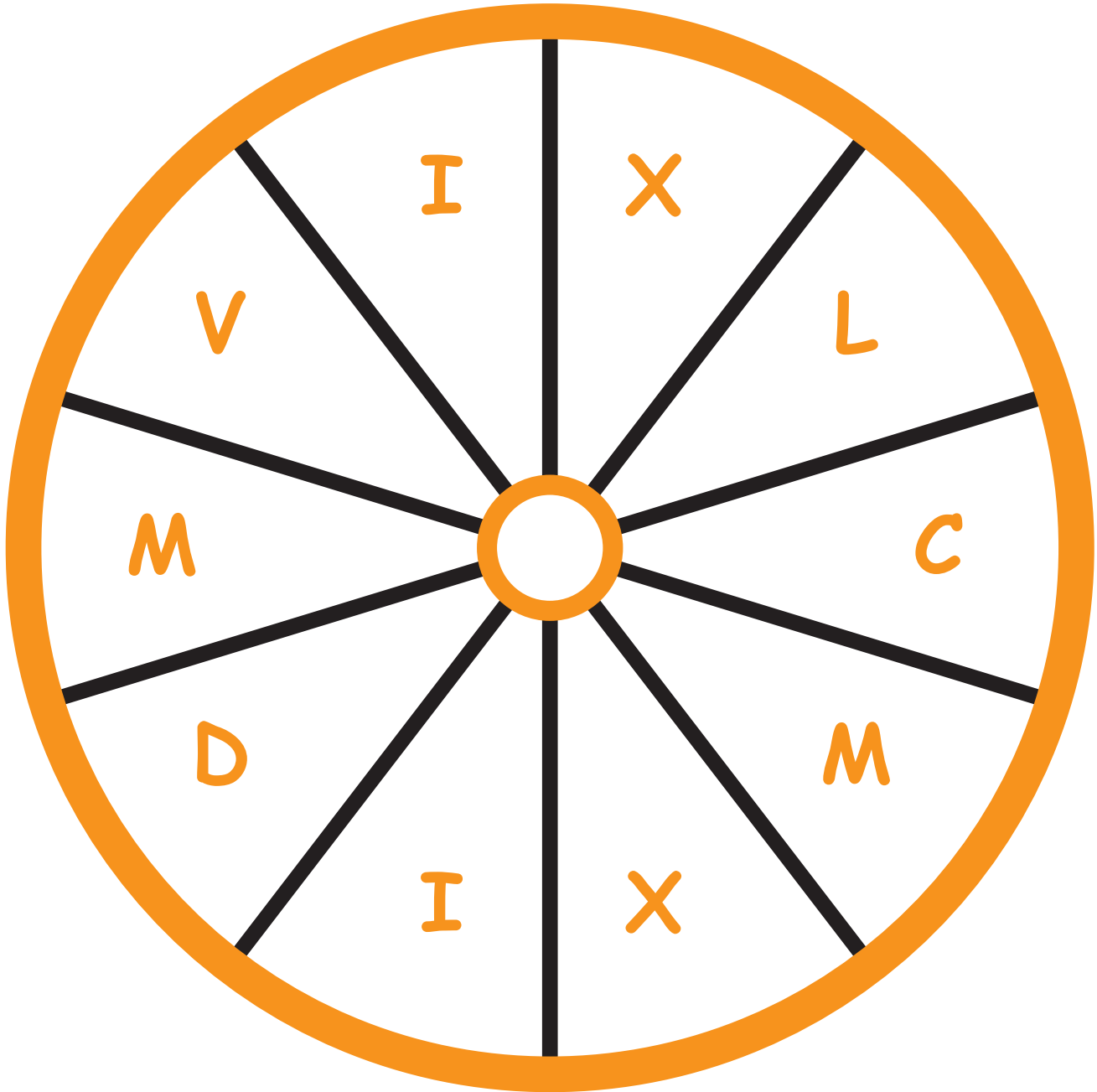


Progress To Application

Name: _____

Comprehension

Roman Numerals Dart Board



Whole Number - Level 7 - Students will order, read and write numbers of any size.

Knowledge

Comprehension

Application

Analysis

Synthesis

Evaluation



Let's Try This Again



Progress To Application

Name: _____

Application

Order the numbers from largest to smallest to crack the code and solve the riddle:

What do you call a number that can't stay in one place?

Order Smallest to Largest

A	4
M	10,648
N	3,051
R	26
E	14,852
I	875
L	2,853,715
M	620
A	148
N	7,422
O	59
A	427,800
R	85,061
U	9,990

LETTER	NUMBER



Let's Try This Again



Progress To Analysis

Whole Number - Level 7 - Students will order, read and write numbers of any size.

Knowledge
Comprehension
Application
Analysis
Synthesis
Evaluation



Name: _____

Analysis

Play the game Big, Bigger, Biggest to create and order numbers.

You Will Need:

- One die per group (up to four people).
- A record sheet each.

How To Play:

1. Roll the die 12 times and each number is recorded into the squares in the position of your choosing. Once recorded it can not be changed.
2. Correct number sentences score 1 point while incorrect number sentences score nothing.
3. The game may be repeated up to four times per sheet.
4. The person with the most points wins.

Example:

Games	Numbers													
1 Point	9	3	4	6	>	7	4	2	5	>	5	2	6	1
No Points	4	2	6	3	>	3	2	9	8	>	5	3	2	0

Record Sheet

Games	Numbers													
1					>					>				
2					>					>				
3					>					>				
4					>					>				



Let's Try This Again



Progress To Synthesis

Name: _____

Synthesis

Play the **Analysis** game of Big, Bigger, Biggest again but this time reverse the order to play Low, Lower, Lowest.

You Will Need:

- One die per group (up to four people).
- A record sheet each.

How To Play:

1. Roll the die 12 times and each number is recorded into the squares in the position of your choosing. Once recorded it can not be changed.
2. Correct number sentences score 1 point while incorrect number sentences score nothing.
3. The game may be repeated up to four times per sheet.
4. The person with the most points wins.

Games	Numbers		
1	<input type="text"/>	<	<input type="text"/>
2	<input type="text"/>	<	<input type="text"/>
3	<input type="text"/>	<	<input type="text"/>
4	<input type="text"/>	<	<input type="text"/>

Games	Numbers		
1	<input type="text"/>	<	<input type="text"/>
2	<input type="text"/>	<	<input type="text"/>
3	<input type="text"/>	<	<input type="text"/>
4	<input type="text"/>	<	<input type="text"/>



Let's Try This Again



Progress To Evaluation



Evaluation

The following questions and activities are provide as a starting point for fun discussions related to Whole Number. During these conversations students will have an opportunity to use appropriate mathematical language in its correct context, to engage in reflection on the Whole Number activities they have completed and to use logical reasoning to tie their in-class mathematics to its everyday context.



What is the biggest number you can create using 7 even numbers?



What is the smallest number you can make using 4 odd numbers?



What is the largest number you could possibly make on the Roman Numeral dart board?



What is the smallest number you could possibly make if all 5 darts stuck to the Roman Numeral dart board?



How could you improve your chances of winning the Big, Bigger and Biggest game?



How does this change for the Low, Lower, Lowest games?

Whole Number - Level 7 - Students will order, read and write numbers of any size.

Knowledge

Comprehension

Application

Analysis

Synthesis

Evaluation

