Each day covers one maths topic. It should take you about 1 hour or just a little more.

1. Start by reading through the **Learning Reminders**. They come from our *PowerPoint* slides.

2. Tackle the questions on the **Practice Sheet**. There might be a choice of either **Mild** (easier) or **Hot** (harder)!
   Check the answers.

3. Finding it tricky? That’s OK... have a go with a grown-up at **A Bit Stuck?**

4. Have I mastered the topic? A few questions to **Check your understanding**.
   Fold the page to hide the answers!
Place 3-digit numbers on a number line.

50 is here because it is halfway between 0 and 100.

Knowing the position of all the 10s numbers helps us to place other 2-digit numbers on the line.

34 is just a bit less than halfway between 30 and 40.

72 is a small amount greater than 70...
Place 3-digit numbers on a number line.

And the same knowledge helps us to place other 3-digit numbers between multiples of 100...

Estimate what numbers are the blank arrows pointing at...
Mark the numbers on the number line where you think they should go.

Use three of these digits to make a number which belongs between 900 and 1000 and place it on the line: 3, 5, 7, 9. Repeat for as many numbers as you can.
Mark the 100s intervals on the number line.
Write the numbers on the number line where you think they should go.

Challenge
Roll three 0-9 dice. Use the digits to make 4 more different numbers to place on your line. Repeat.
**In-betweenies**

**Work in pairs**

**Things you will need:**
- A set of 1 to 9 digit cards
- 0 to 100 landmarked lines
- Two coloured pencils

**What to do:**
- Shuffle the cards and place face down. Take the top four.
- Use them in any order that you like to make two 2-digit numbers. Use your coloured pencil to mark these on the line, writing the numbers underneath the marks.
- Your partner takes the next two cards and uses them in either order to make a 2-digit number. They use their coloured pencil to mark this number on the line. Can they make a number which goes between your two numbers? If so they win a point. If not, you win the point.
- Play again on a new line, but your partner shuffles the cards and takes the first four this time.
- Keep playing, taking it in turns to take the first four cards.

**S-t-r-e-t-c-h:**
Think about the best order to use your digit cards to make it difficult for the other person to make a number in between your two numbers on the line.

**Learning outcomes:**
- I can place 2-digit numbers on a 0 to 100 landmarked line.
- I am beginning to have an idea about whether numbers are close or far apart on the number line.
- I am beginning to identify mystery numbers on 0 to 100 landmarked lines.

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Check your understanding:  

**Questions**

Sketch a line 0-1000 and mark 500 on it.  
Mark 350, 700 and 990 on the line.  
How can you demonstrate that you have marked these accurately?

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**True or false**

- Between any pair of next-door multiples of 100, there are always 98 whole numbers.  
  **False**, there are 99, for example between 200 and 300 the numbers 201 – 299 (99 numbers).
- The middle of a 500-1000 line is 800.  
  **False**, it would be 750.
- There are ten numbers ending in 3 between 300 and 400.  
- The digit 0 is used 18 times between 600 and 700.  
  **True**, in the numbers 601 – 609 (9 times) and 610, 620 ... 690 (9 times).

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Fold here to hide answers:

Check your understanding:  

**Answers**

Sketch a line 0-1000 and mark 500 on it.  
Mark 350, 700 and 990 on the line.  
How can you demonstrate that you have marked these accurately?

350 is around a third of 1000, 700 almost three quarters and 990 is almost 1000; children’s markings should reflect this.

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