































## Hundred Square

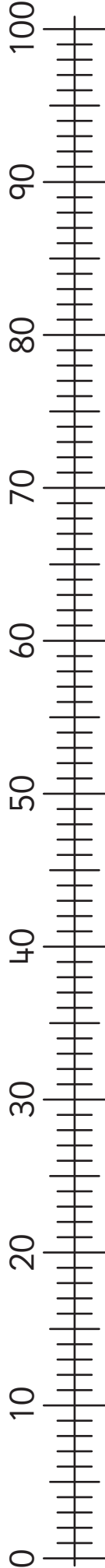
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Base Ten Blocks

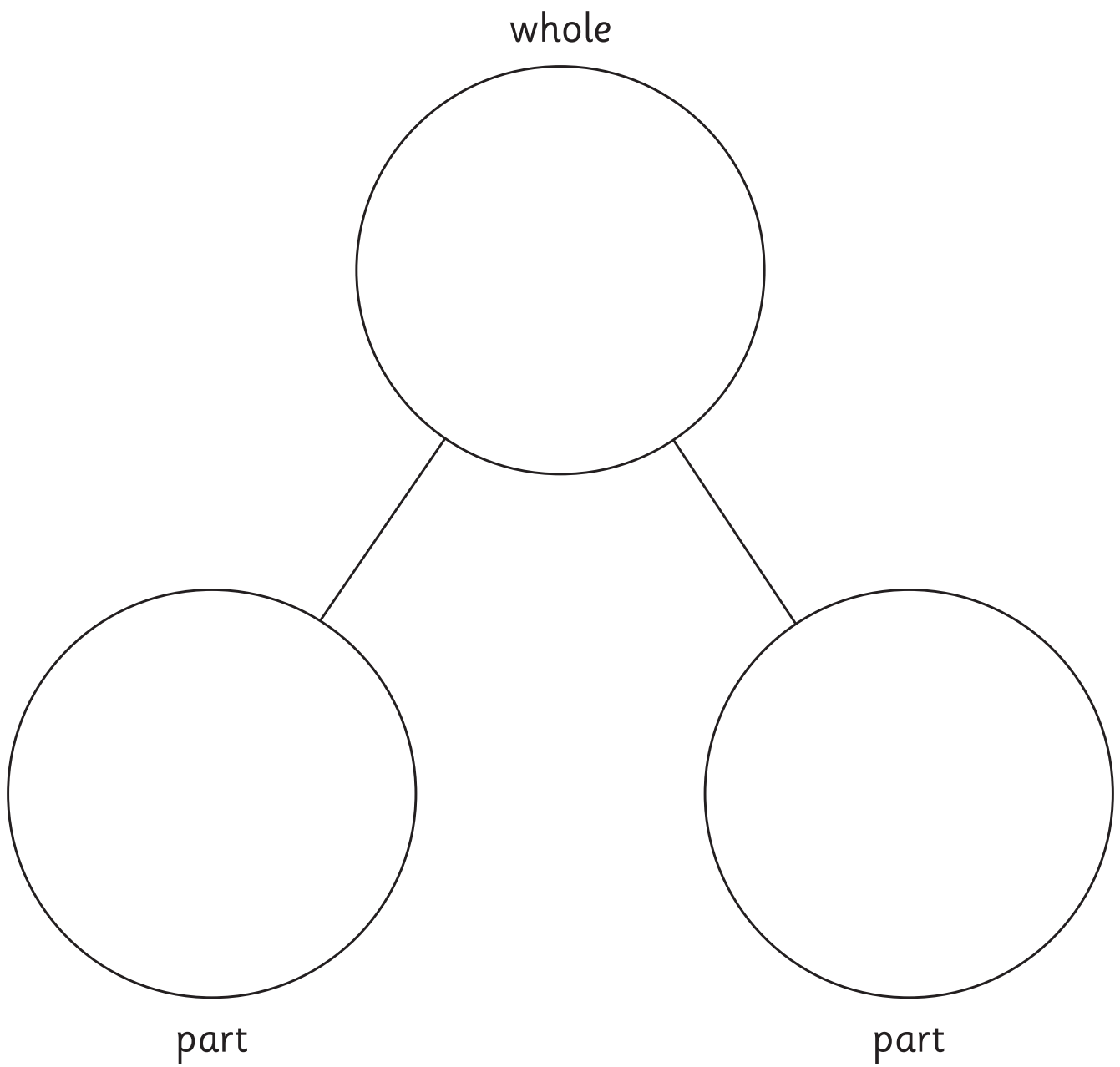


Number Line 0—100




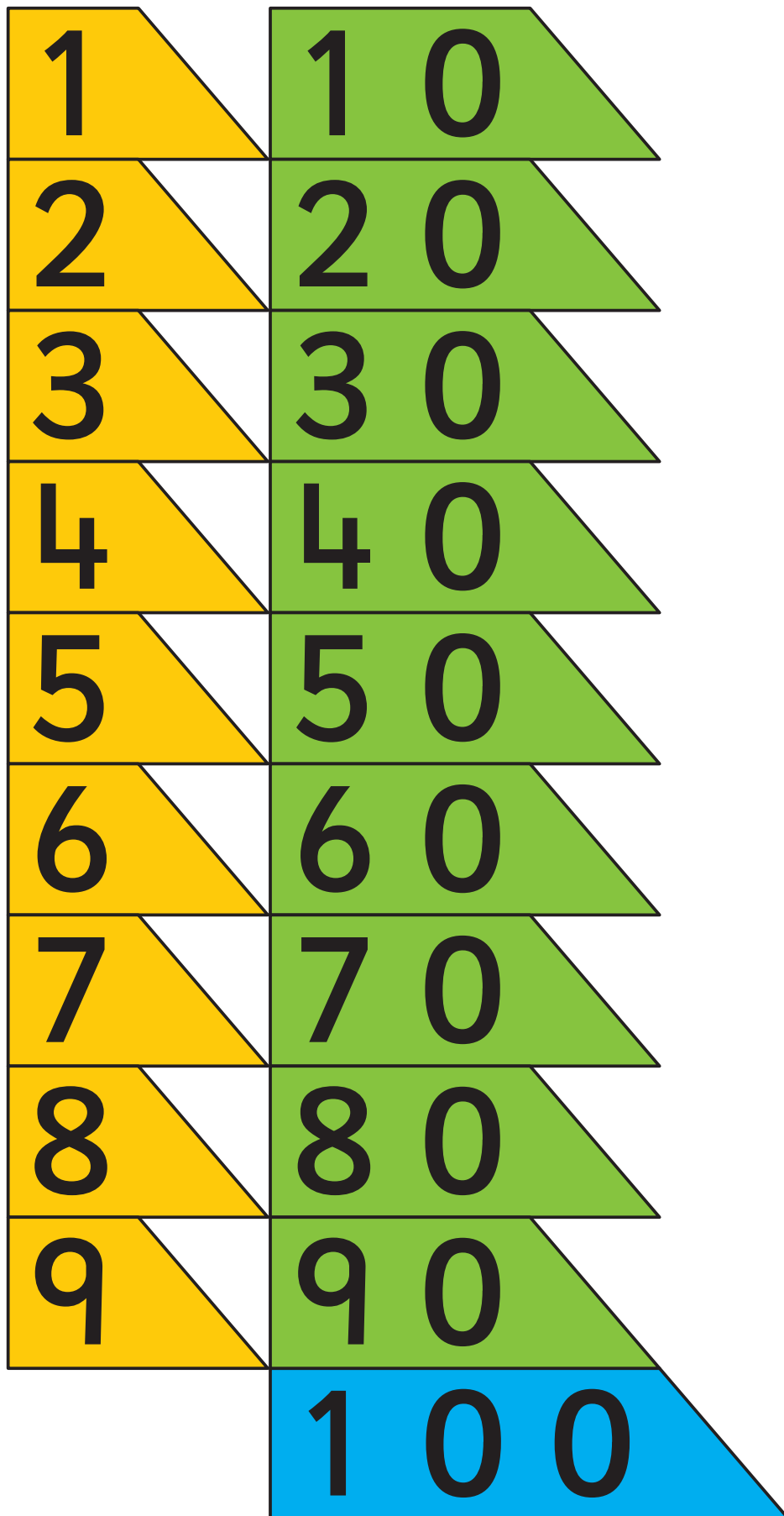
## Branching Bonds





## Place Value Arrow Cards

Cut out the arrows and stack them to make numbers. 



## Place Value Grid

Hundreds	Tens	Ones

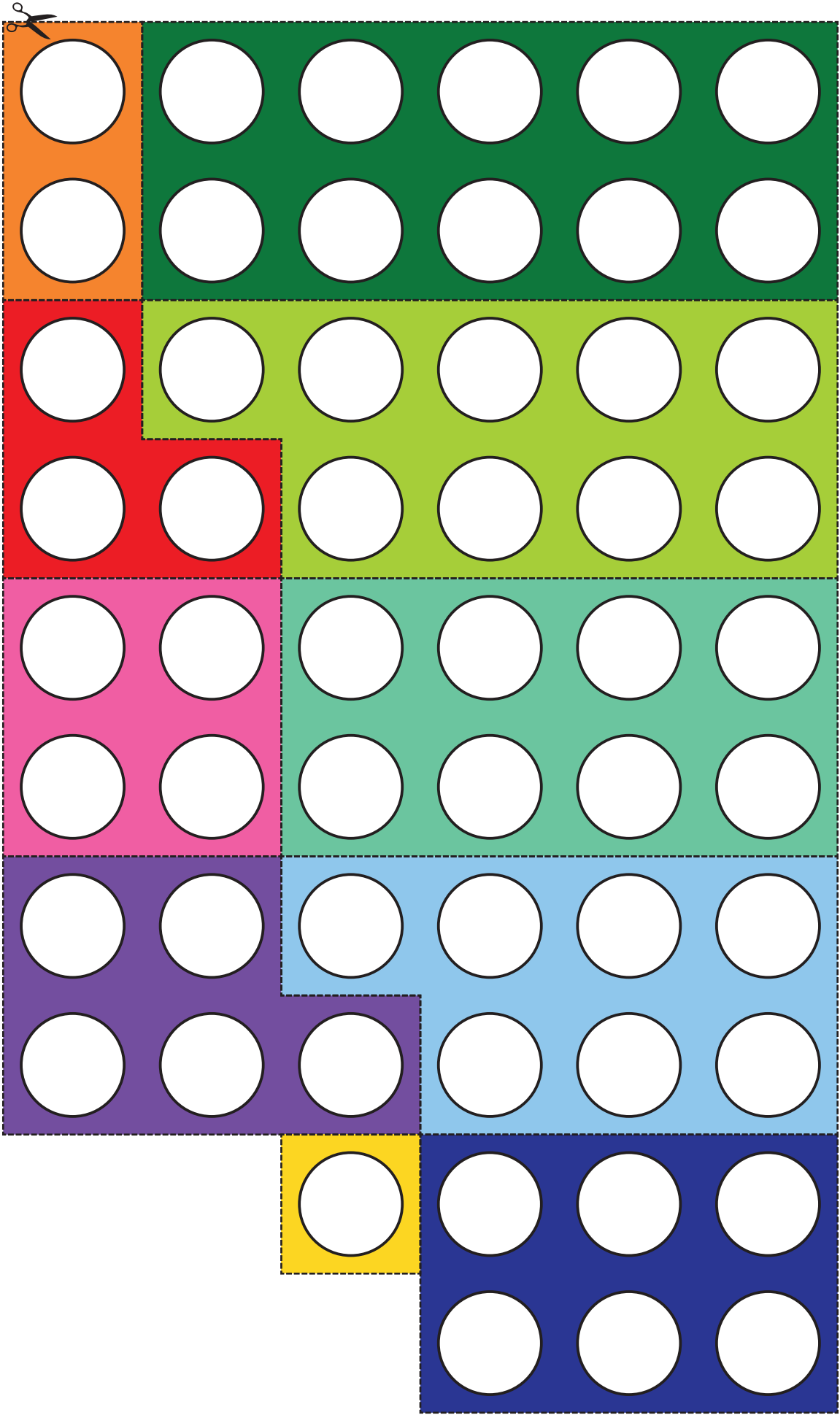
Place Value Counters



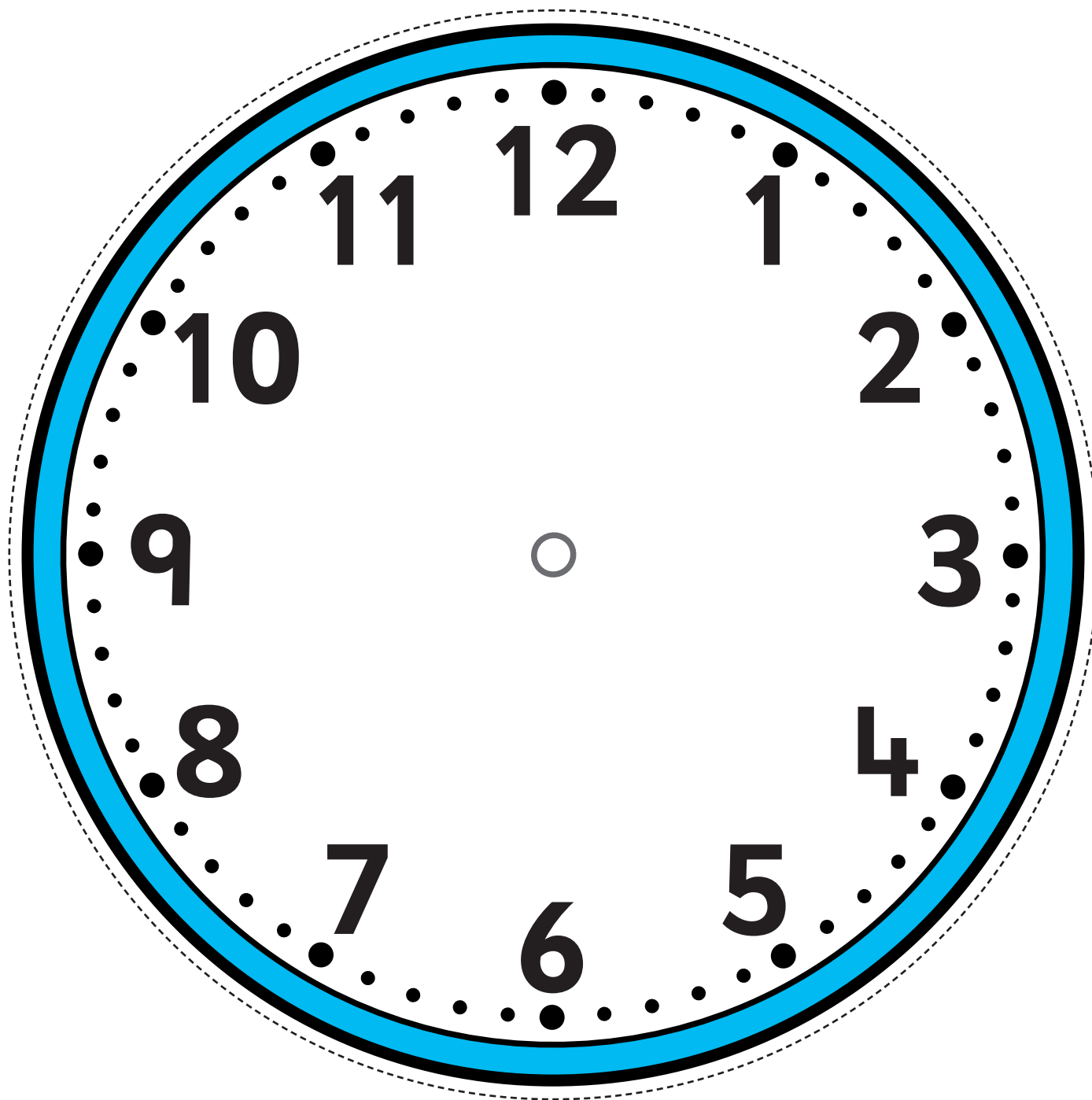
## Double Ten Frame

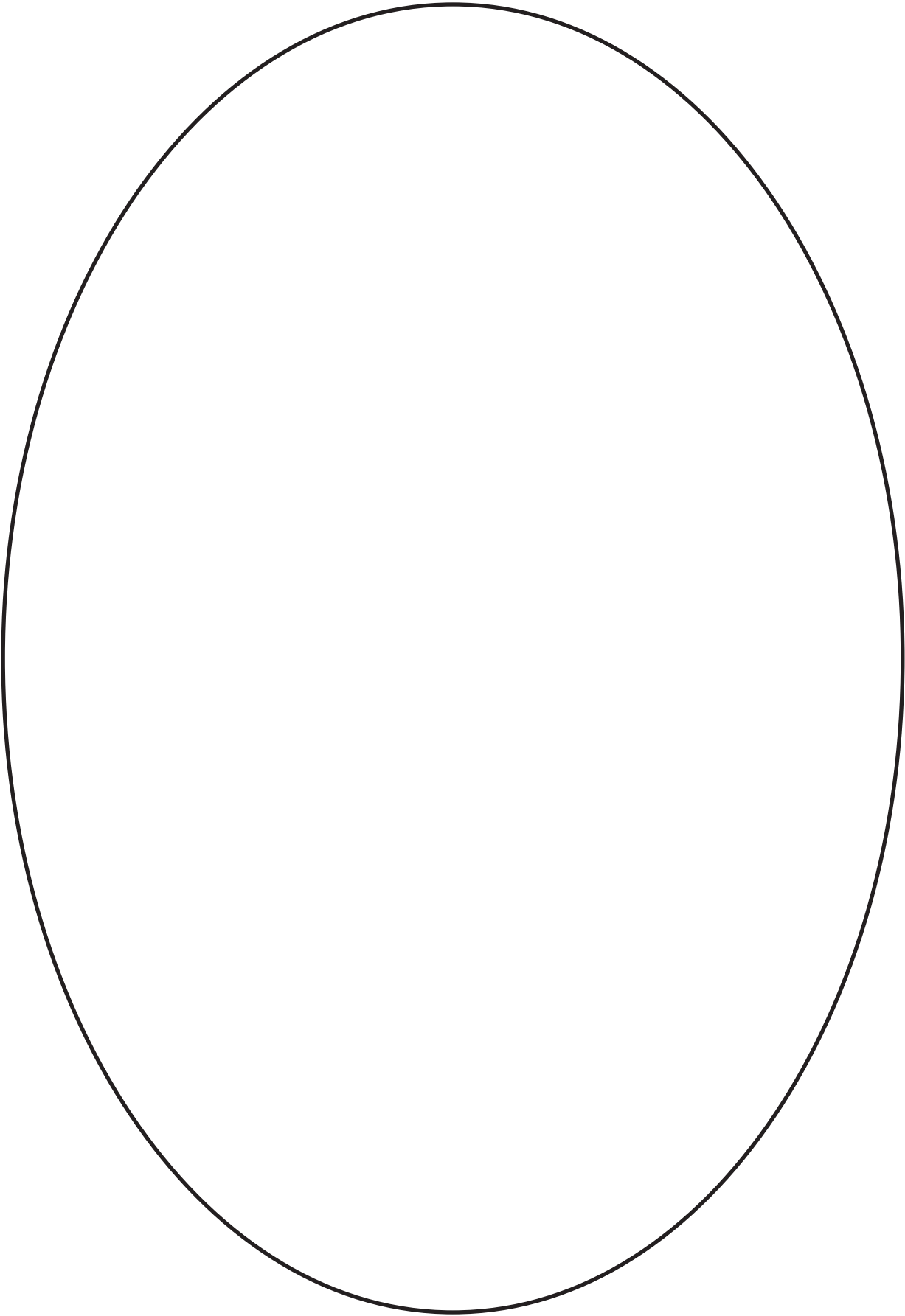


Number Shapes

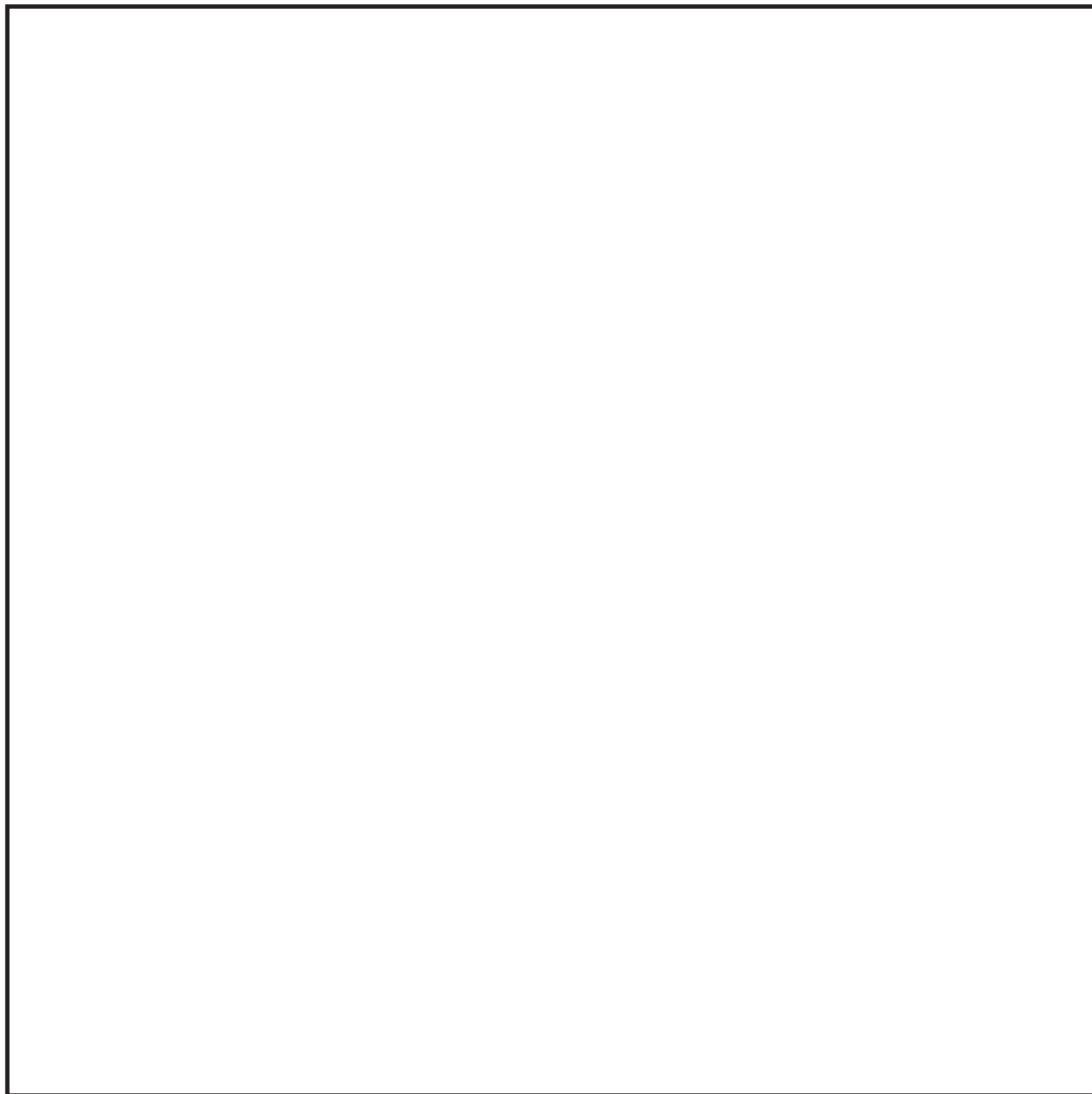


## Analogue Clock Face and Hands

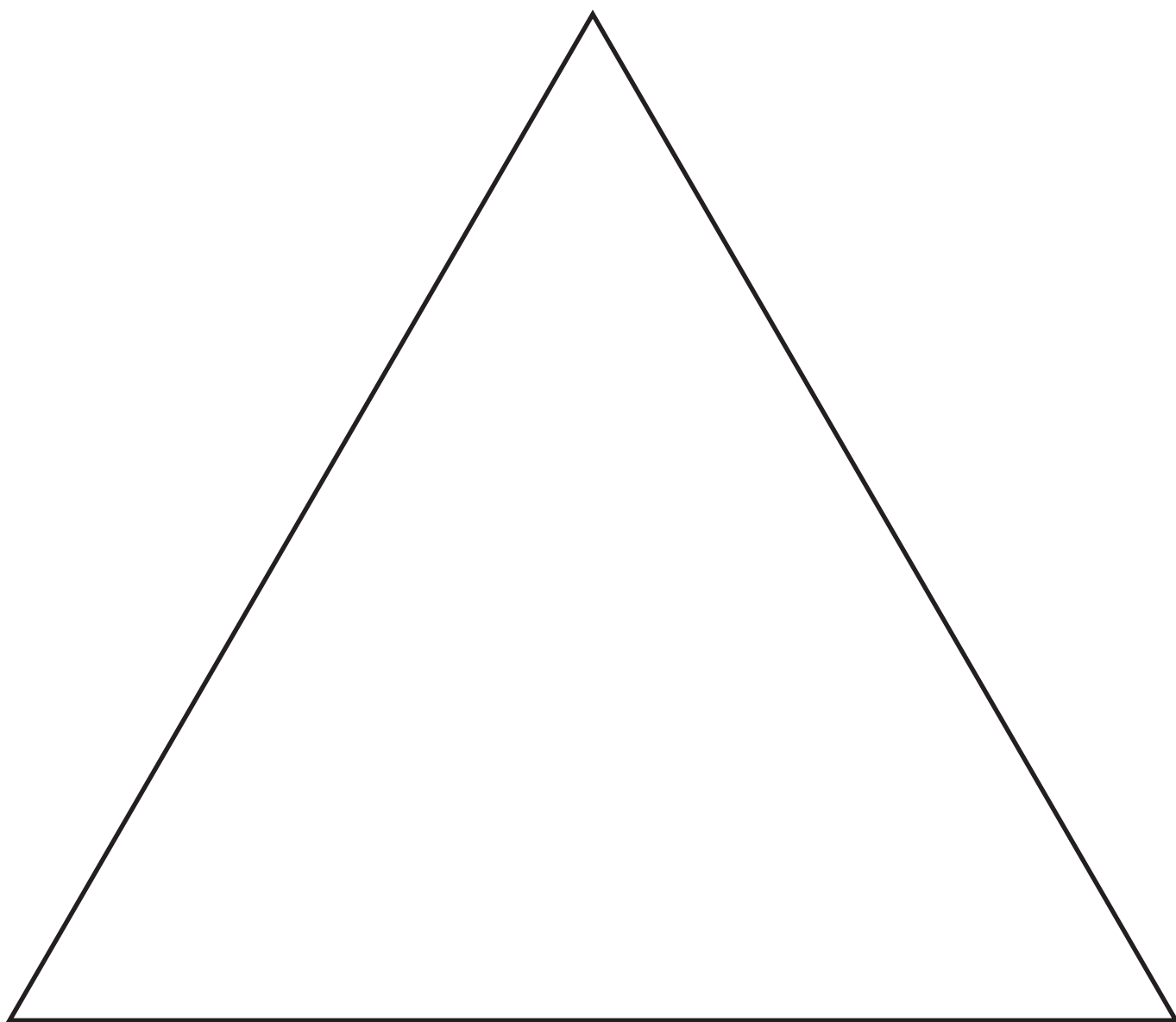




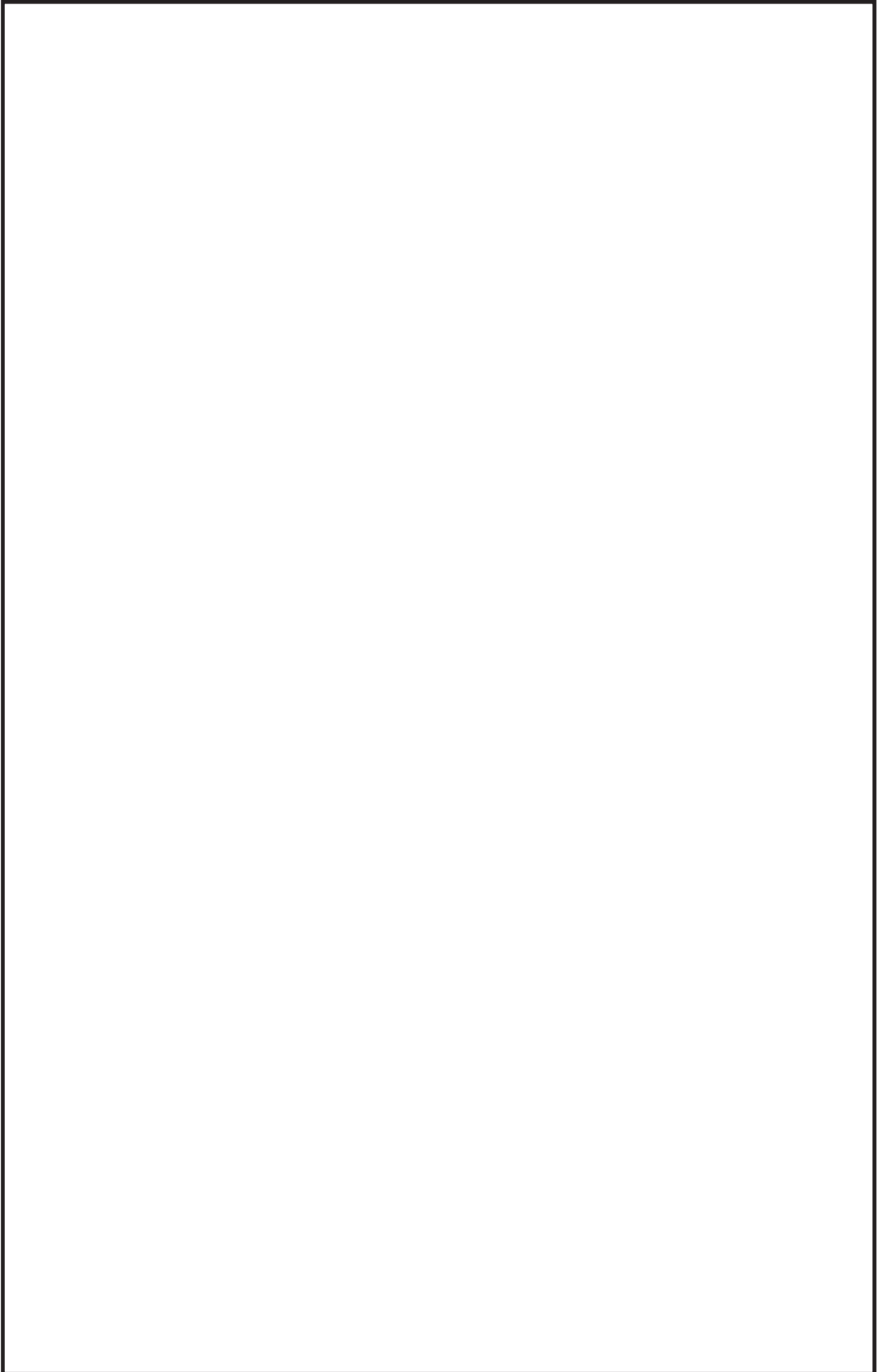
## 2-D Shapes (2 of 9)

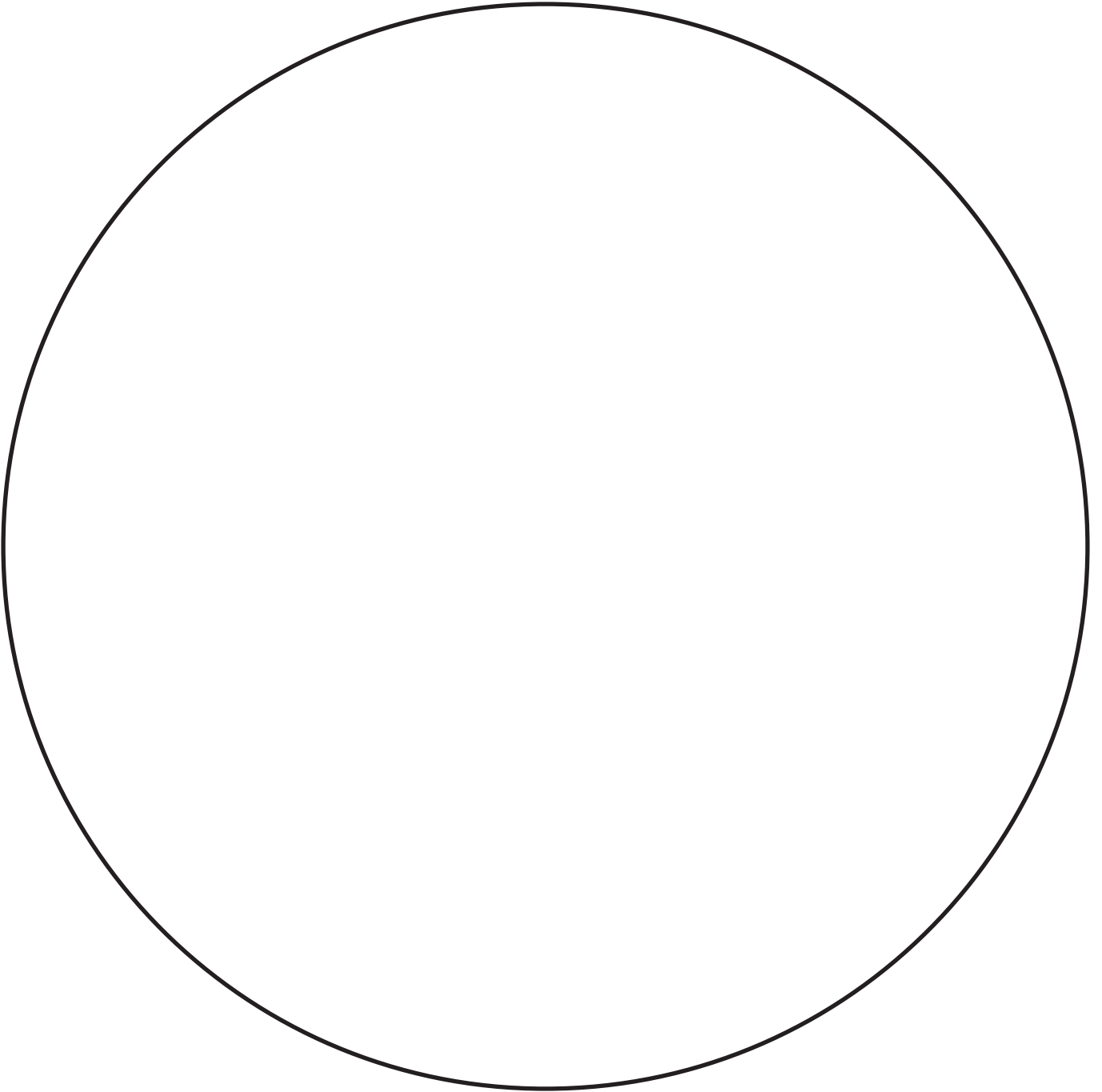


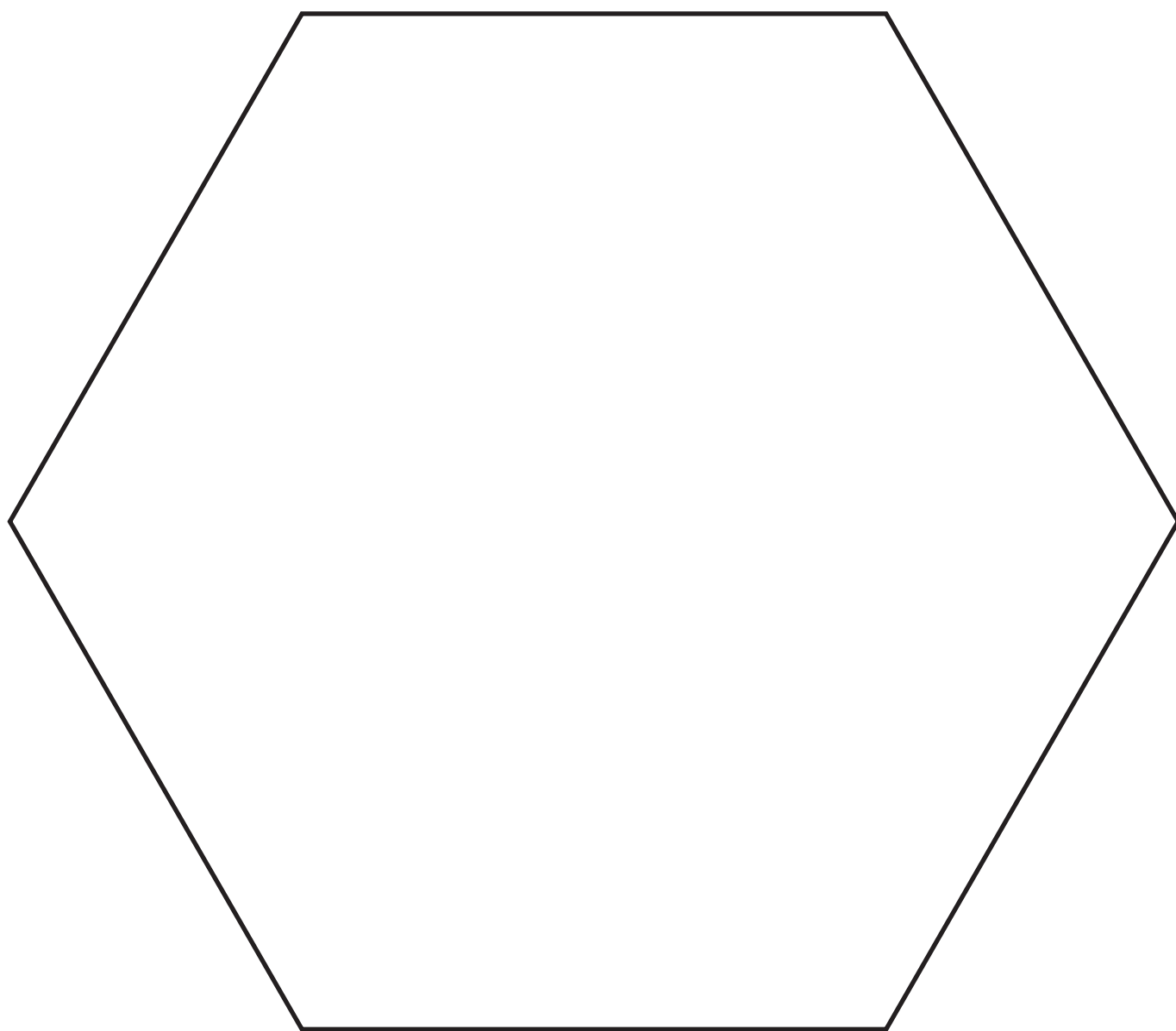


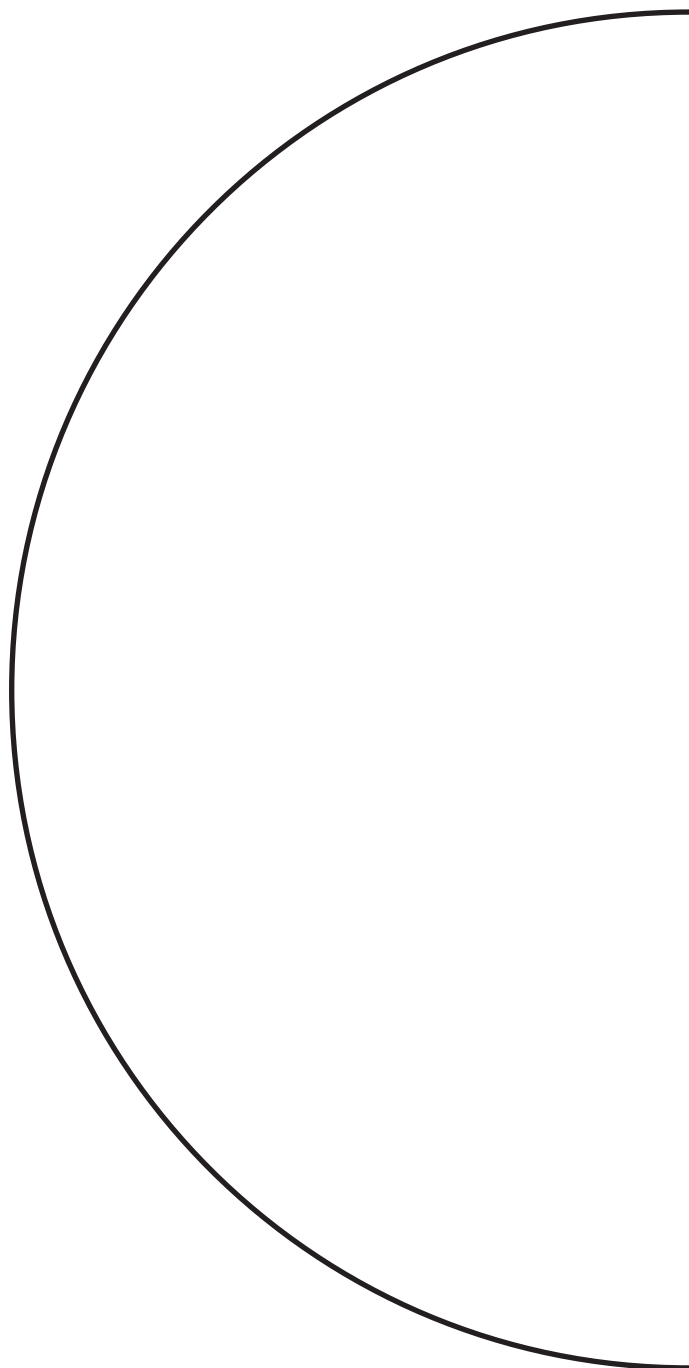


## 2-D Shapes (4 of 9)





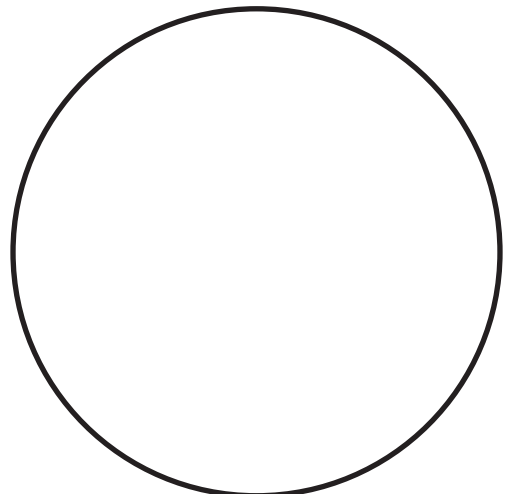
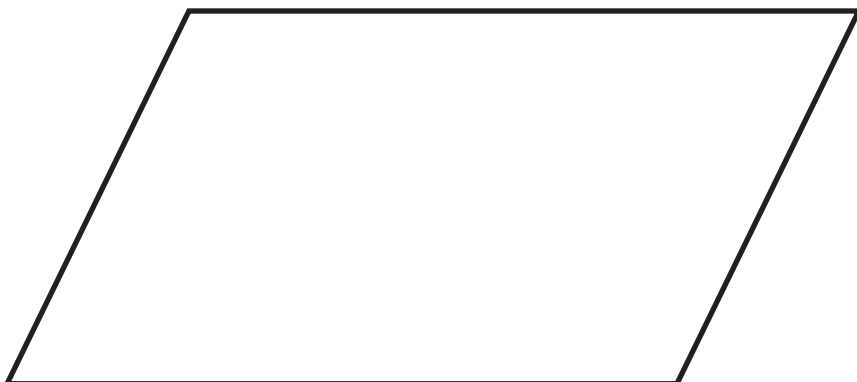
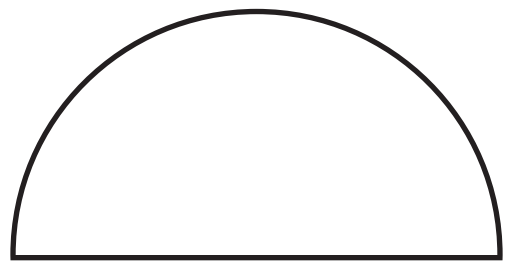
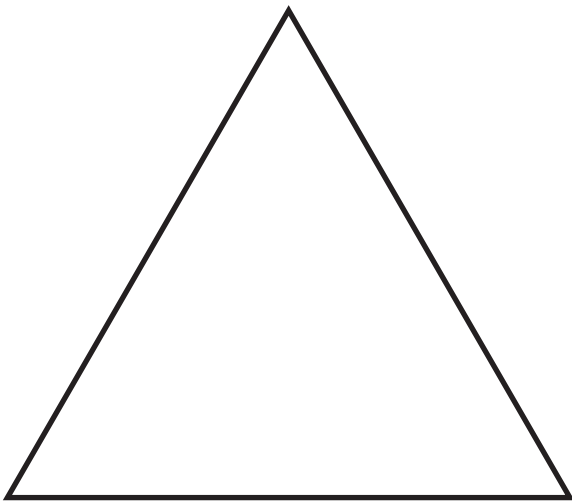
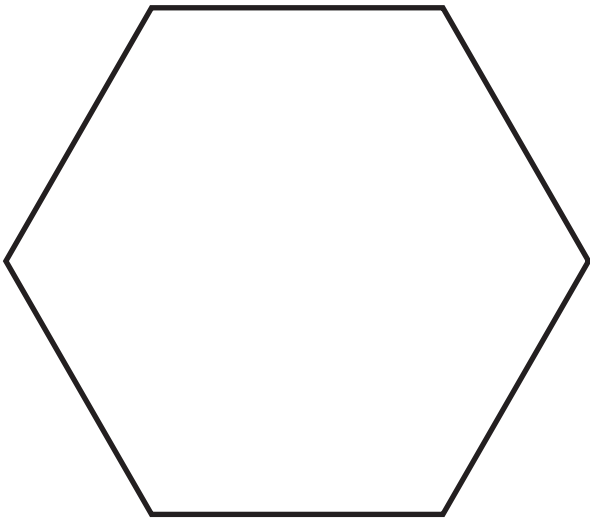
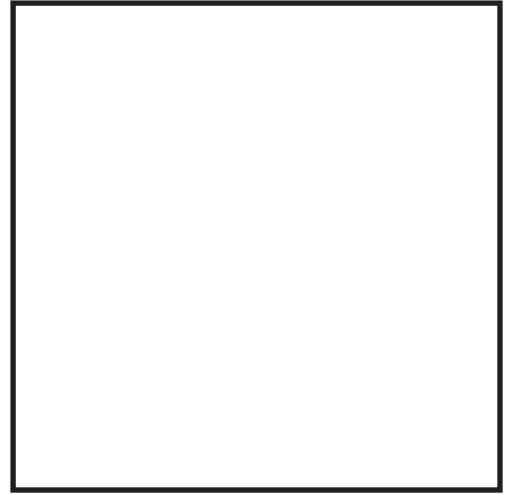
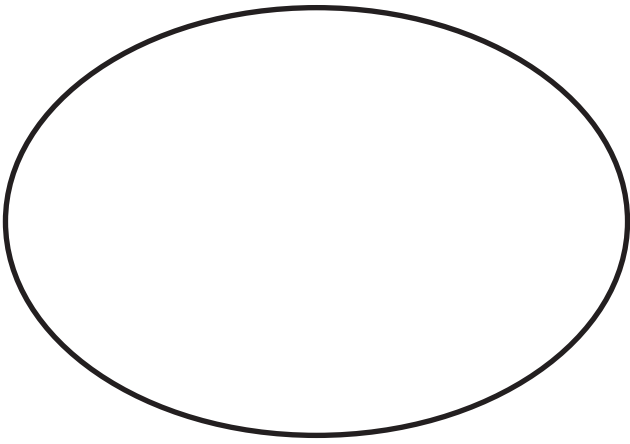




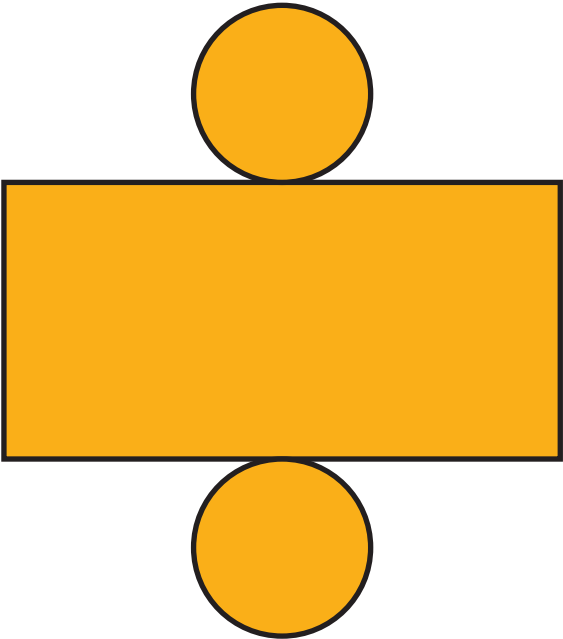
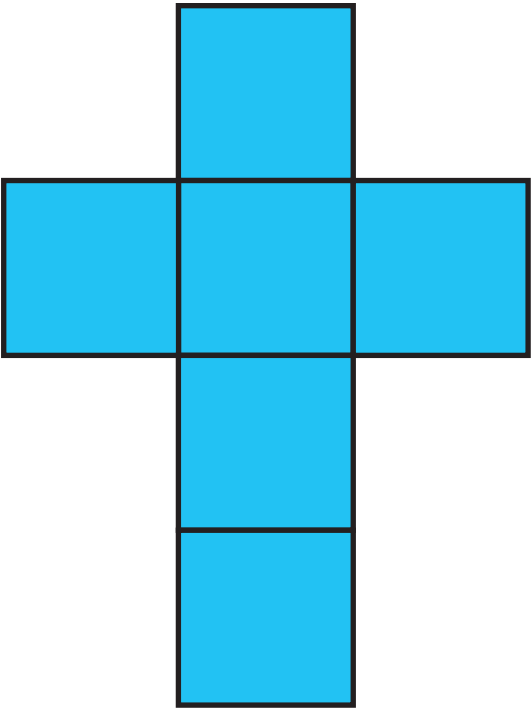
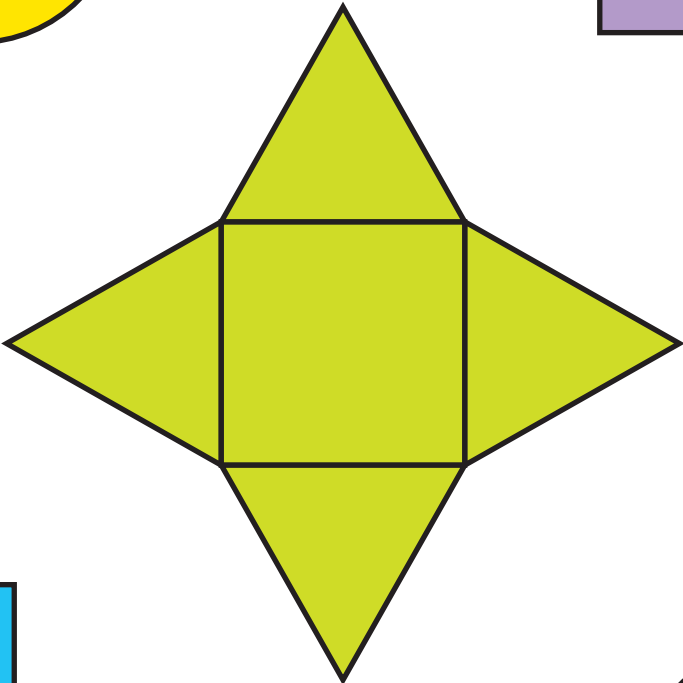
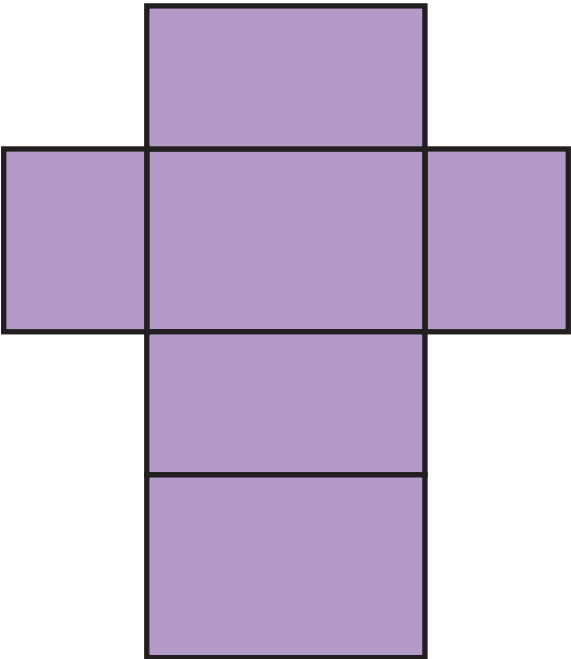
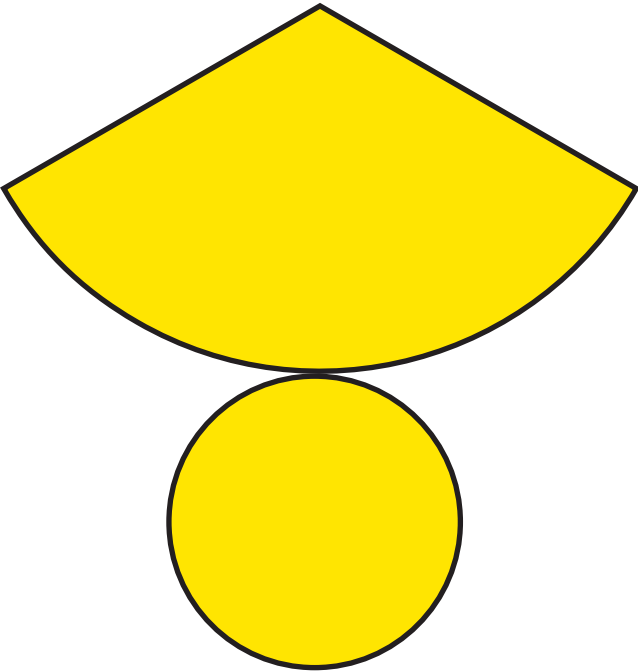
## 2-D Shapes (8 of 9)



## 2-D Shapes (9 of 9)

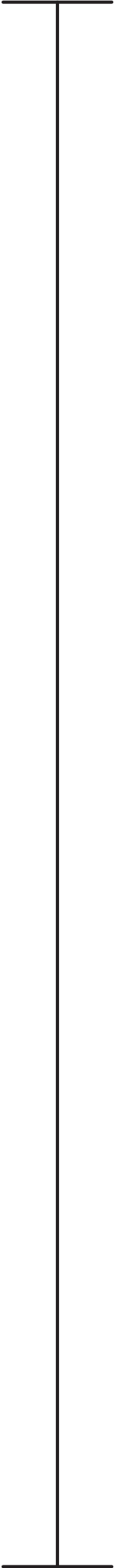
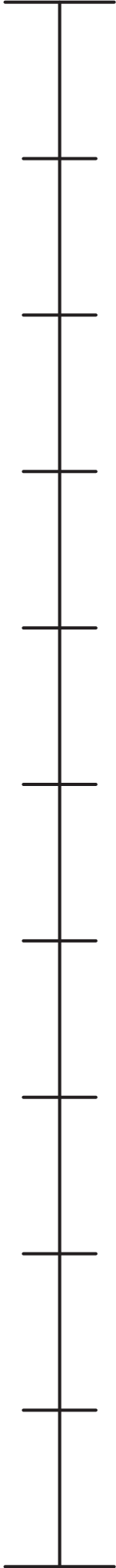


Nets of 3-D Shapes



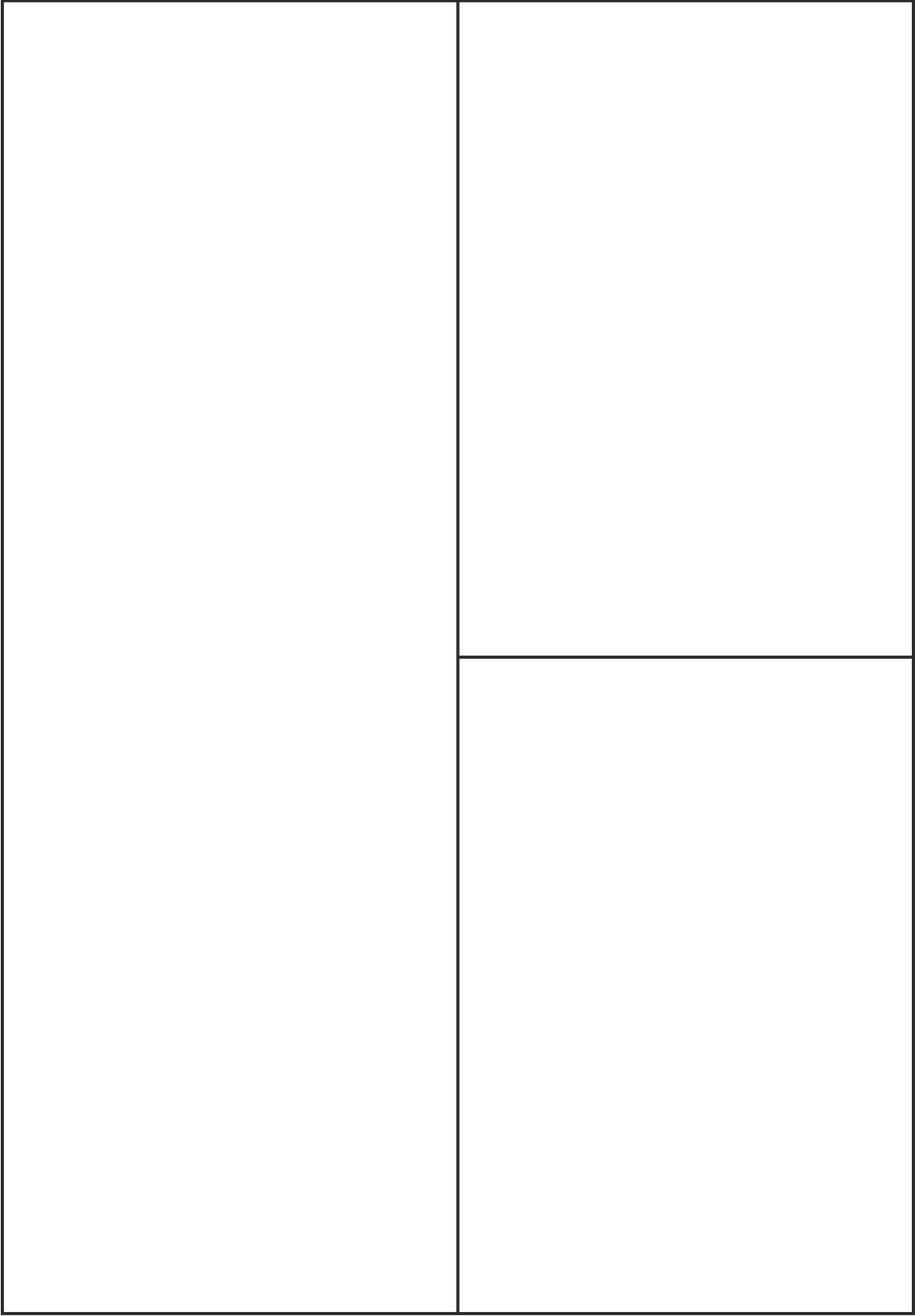


Open Number Line



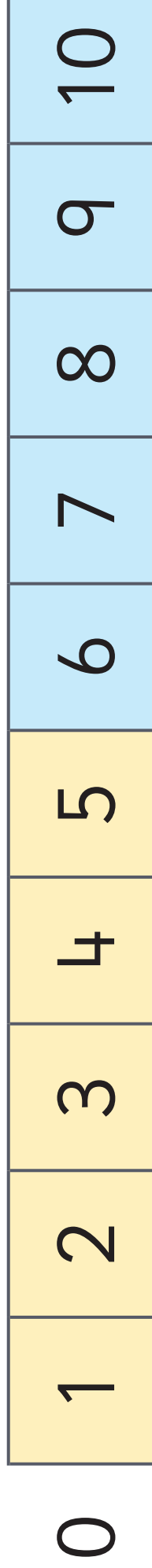
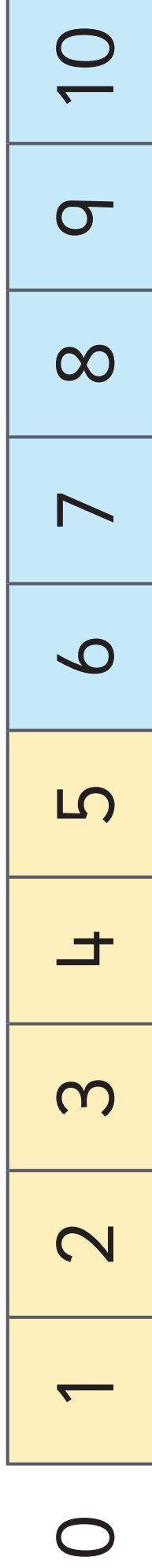
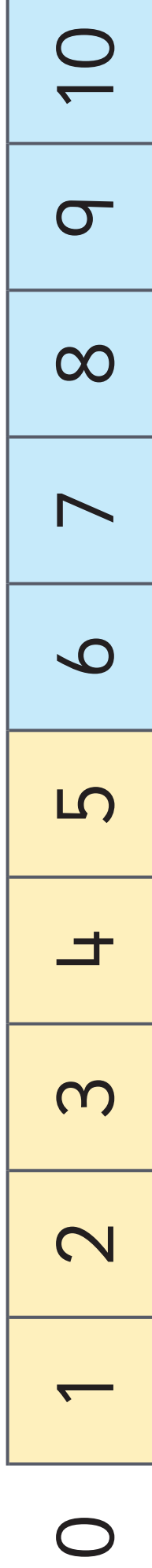
Bar Model

whole



part

part



0

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

































0

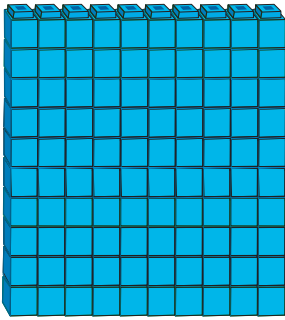
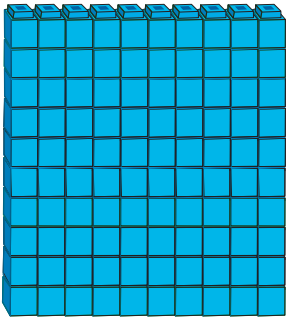
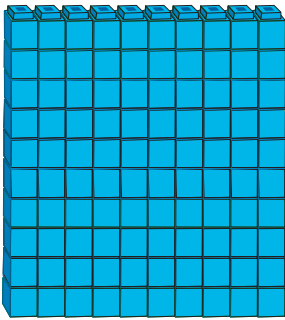
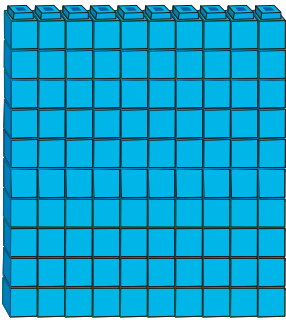
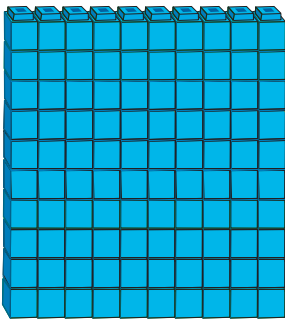
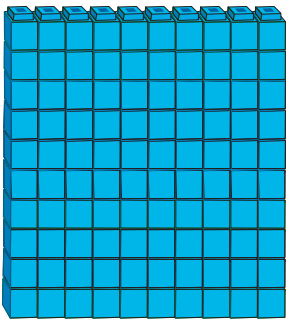
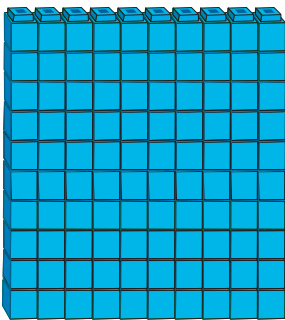
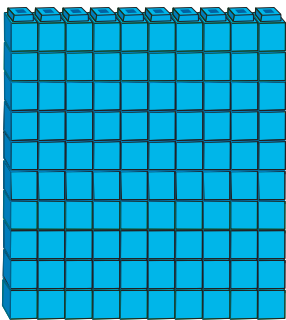
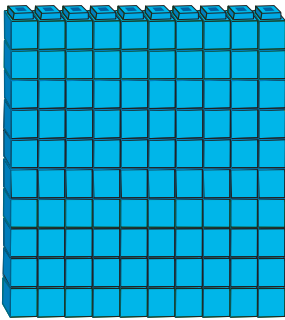
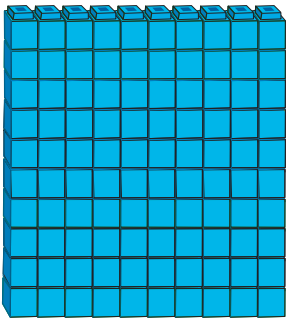
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

Base Ten Blocks (1 of 2)



Base Ten Blocks (2 of 2)



## Euro Notes (1 of 6)



## Euro Notes (2 of 6)





## Euro Notes (3 of 6)

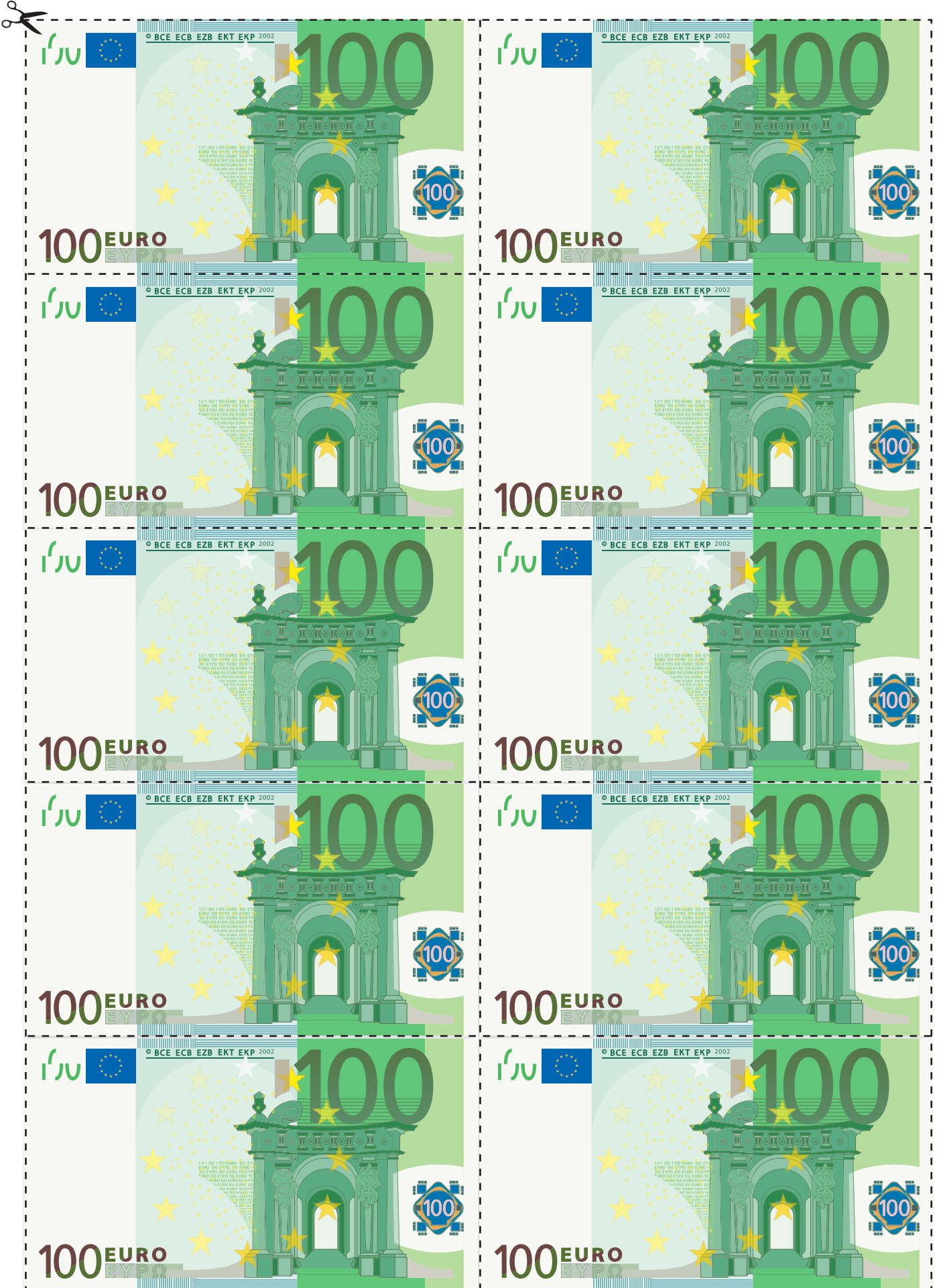




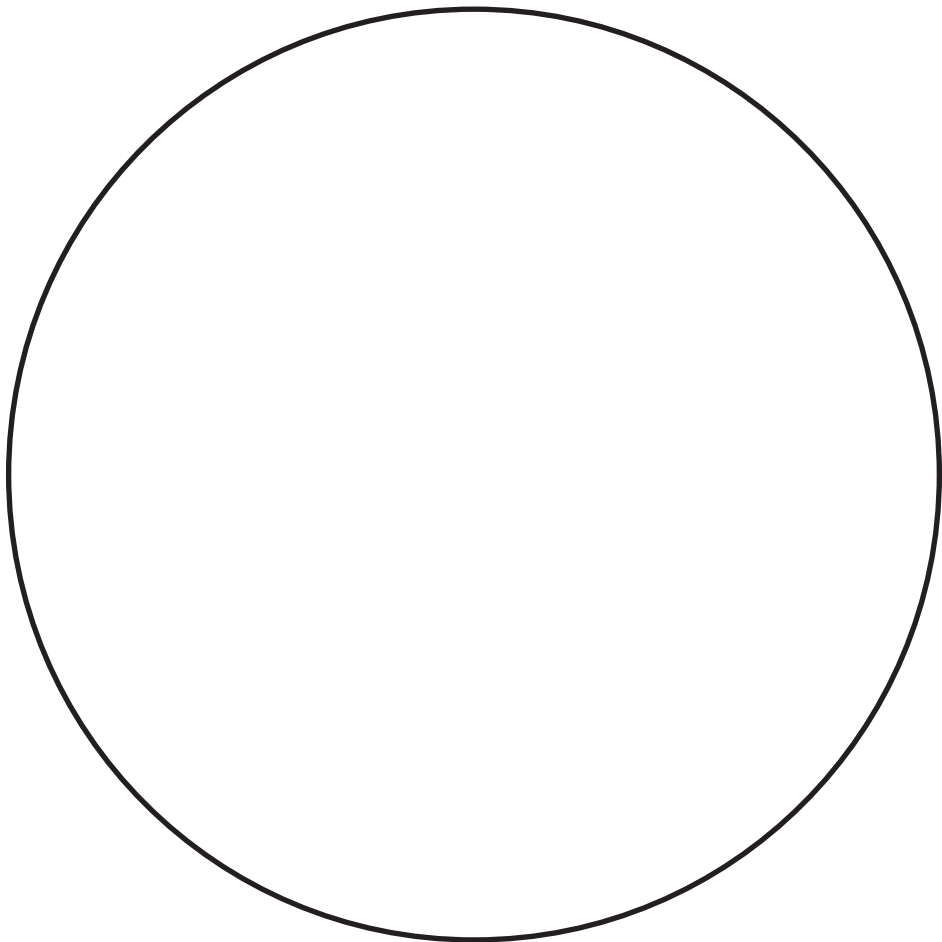
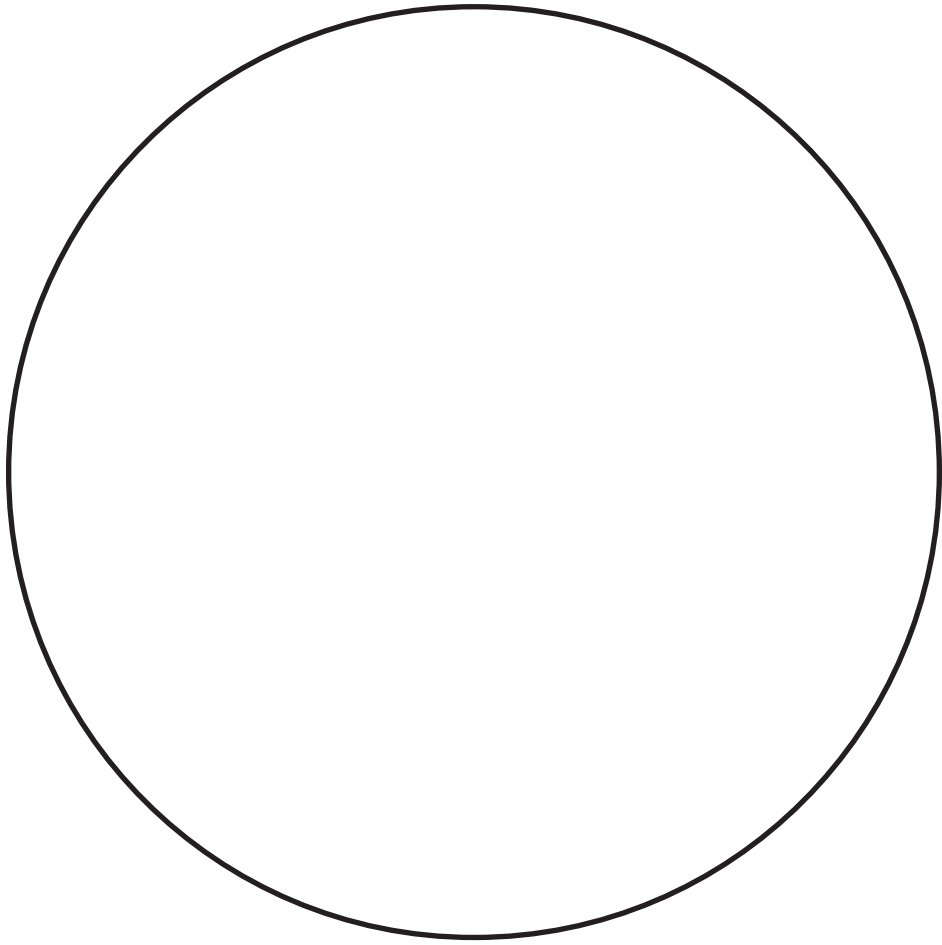
## Euro Notes (5 of 6)



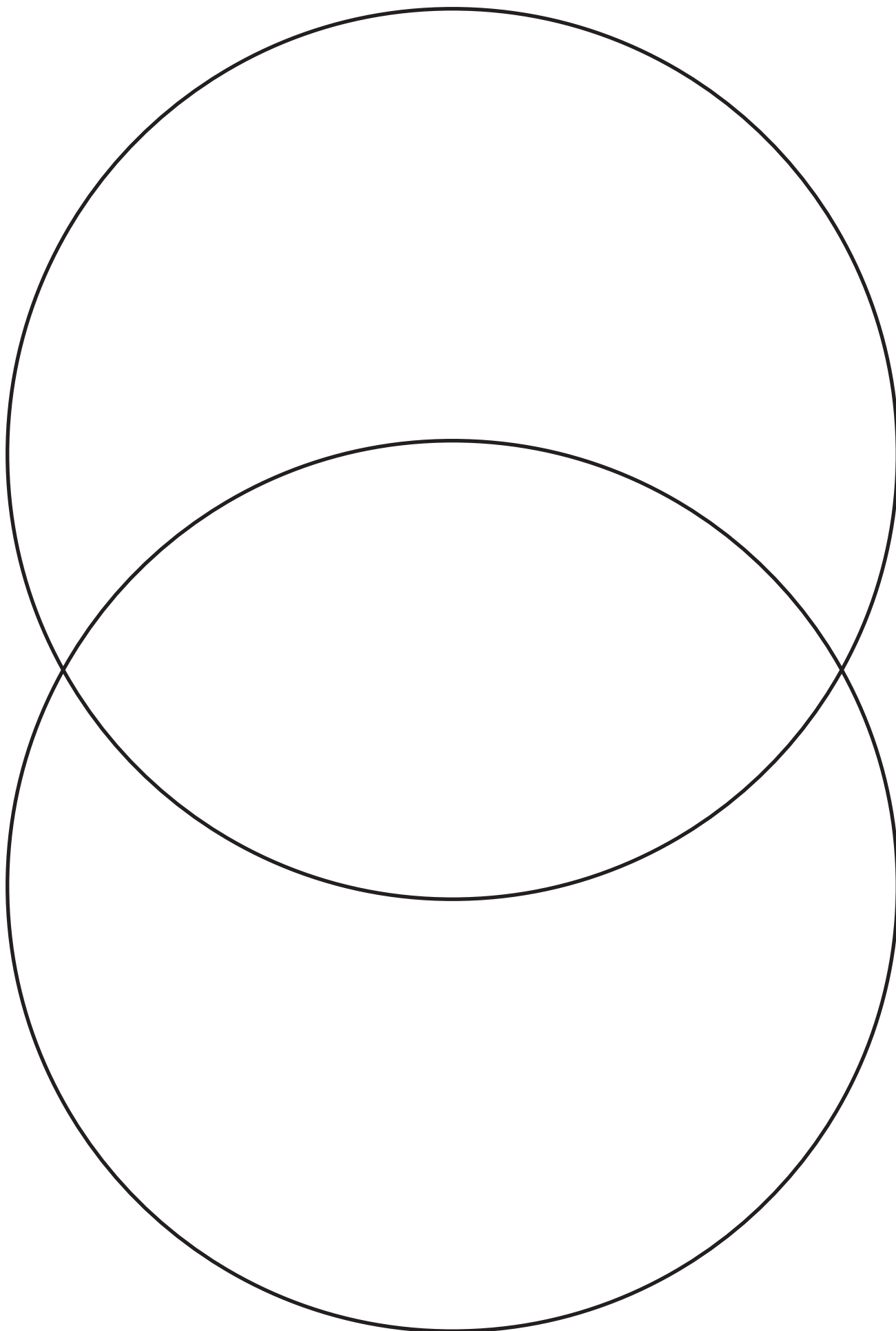
## Euro Notes (6 of 6)



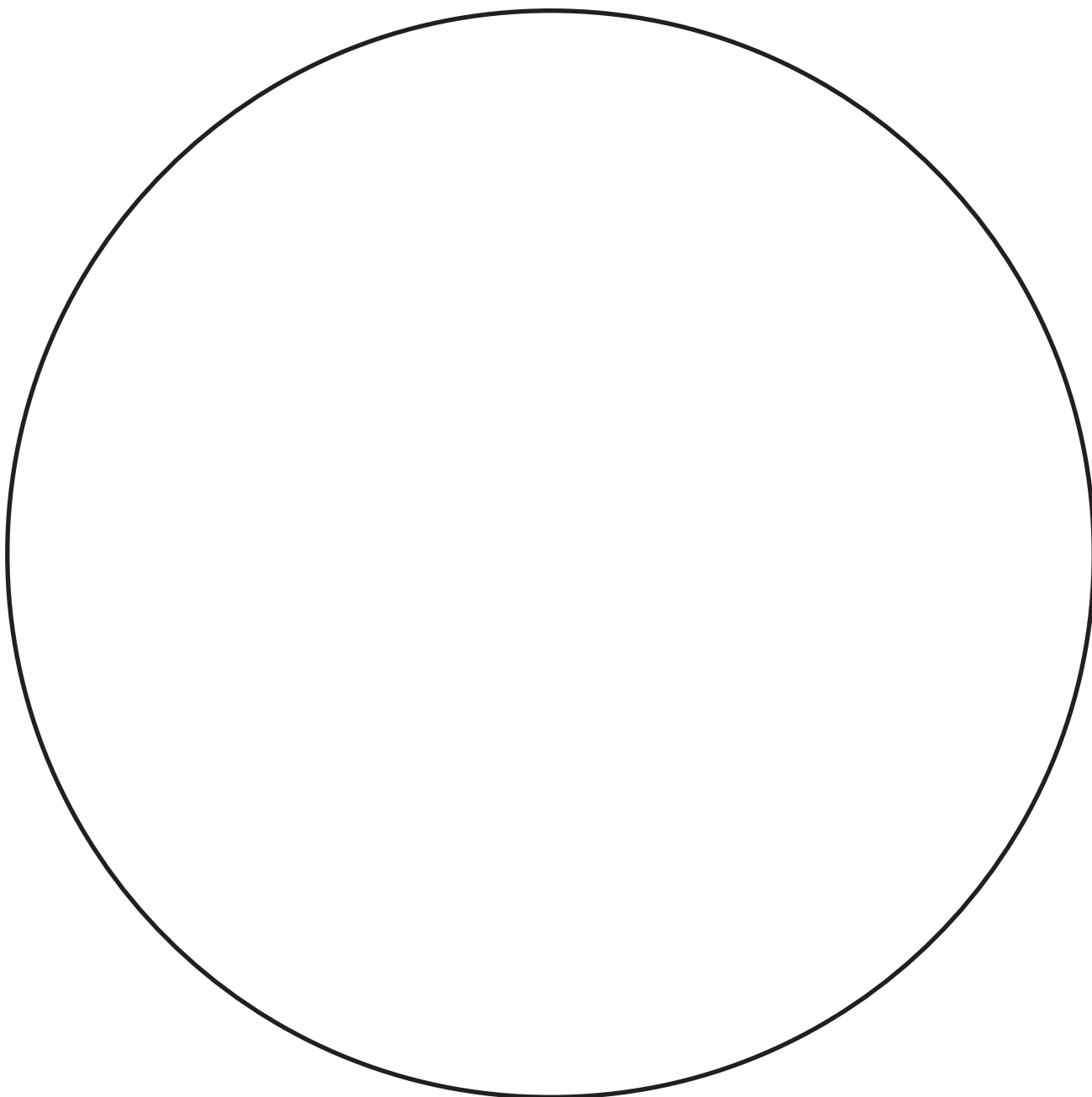
## Sorting Circles (1 of 3)



## Sorting Circles (2 of 3)



### Sorting Circles (3 of 3)



Carroll Diagram




## Block Graph

Title:

Key:

= \_\_\_\_\_

☐

--	--	--	--	--

☐

--	--	--	--	--

☐

--	--	--	--	--

☐

--	--	--	--	--

☐

--	--	--	--	--

☐

--	--	--	--	--

☐

--	--	--	--	--

☐

--	--	--	--	--

☐

--	--	--	--	--

☐

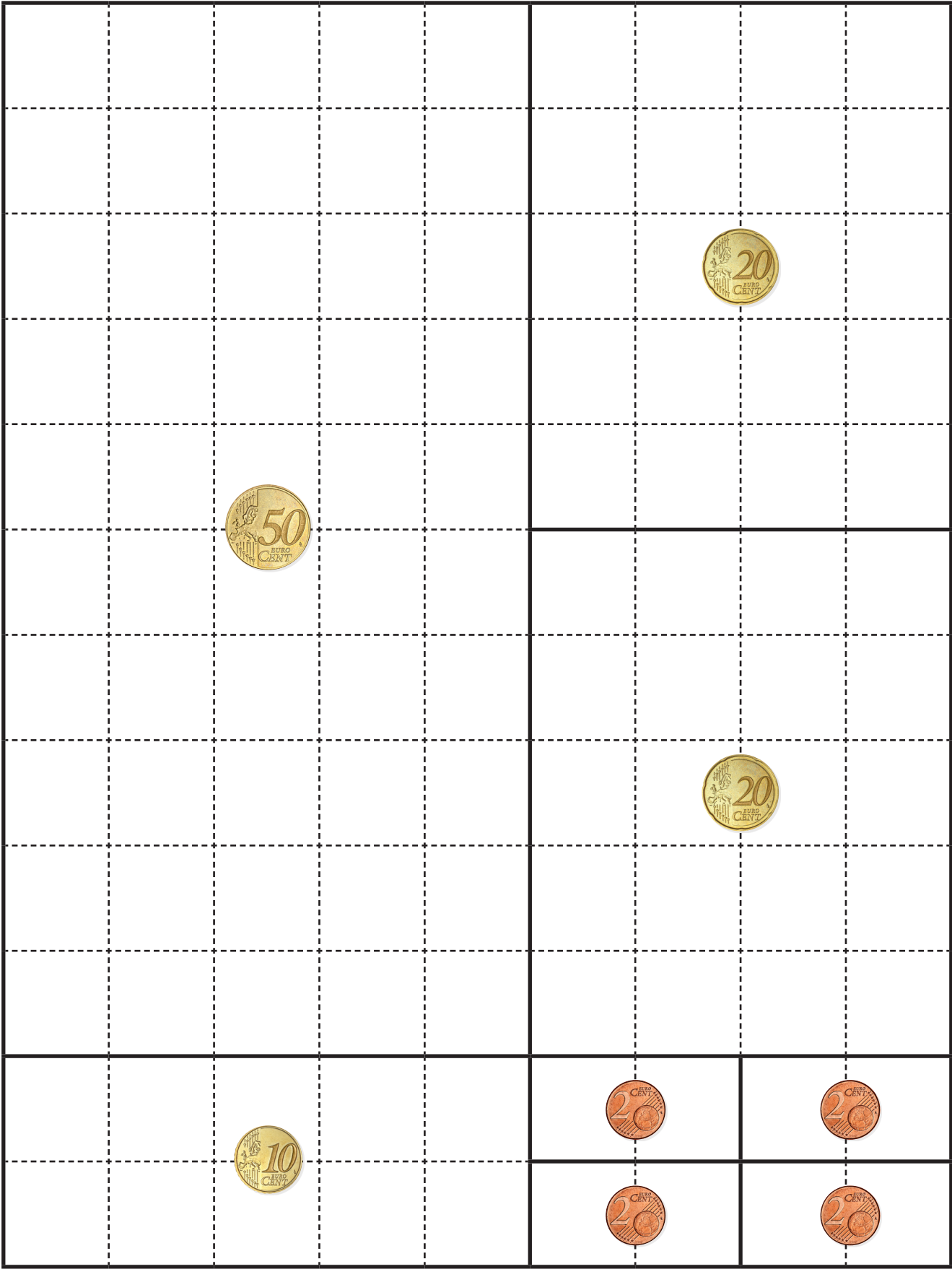
--	--	--	--	--

\_\_\_\_\_

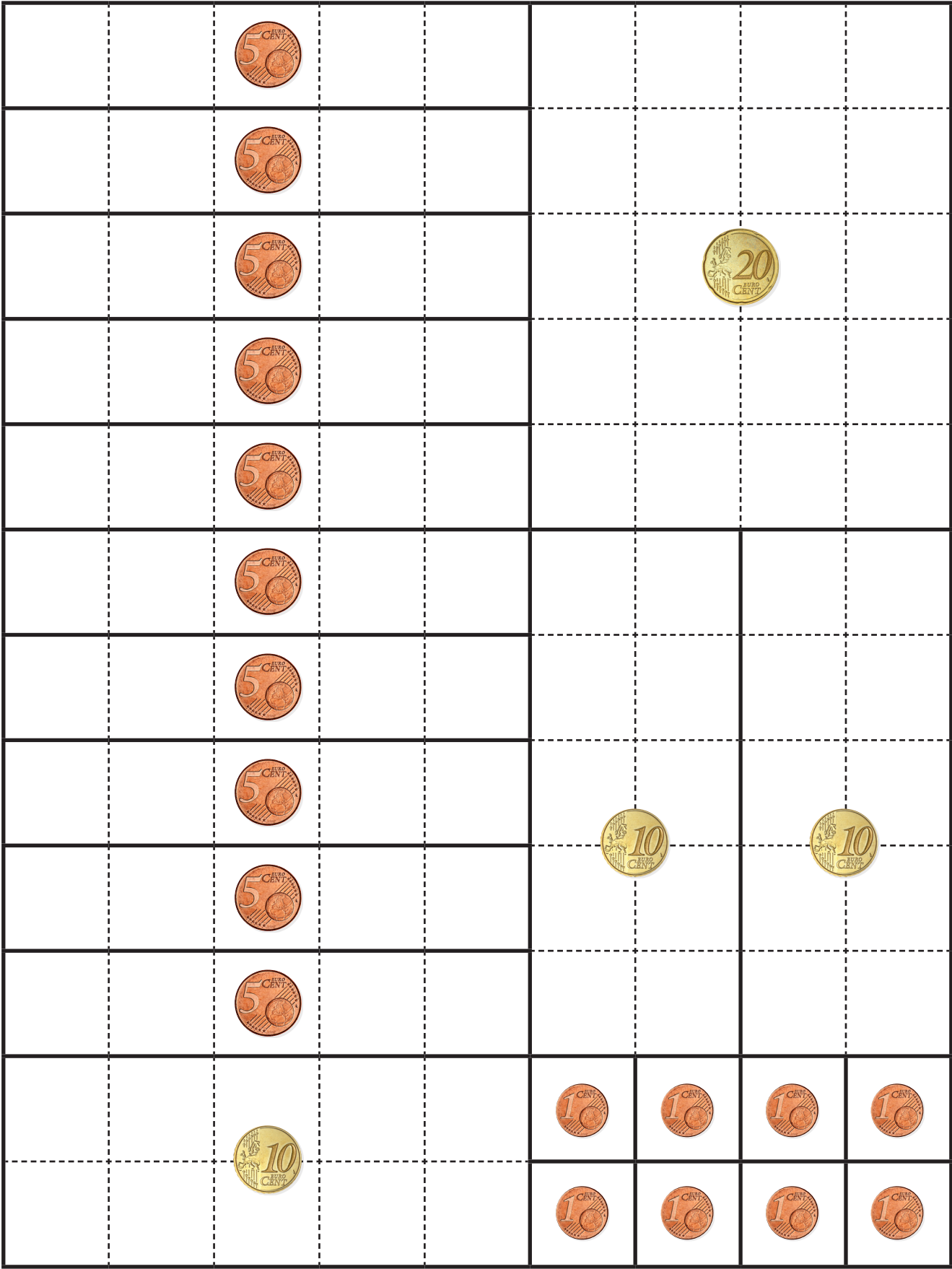
Most popular = \_\_\_\_\_ Least popular = \_\_\_\_\_

I learned that: \_\_\_\_\_

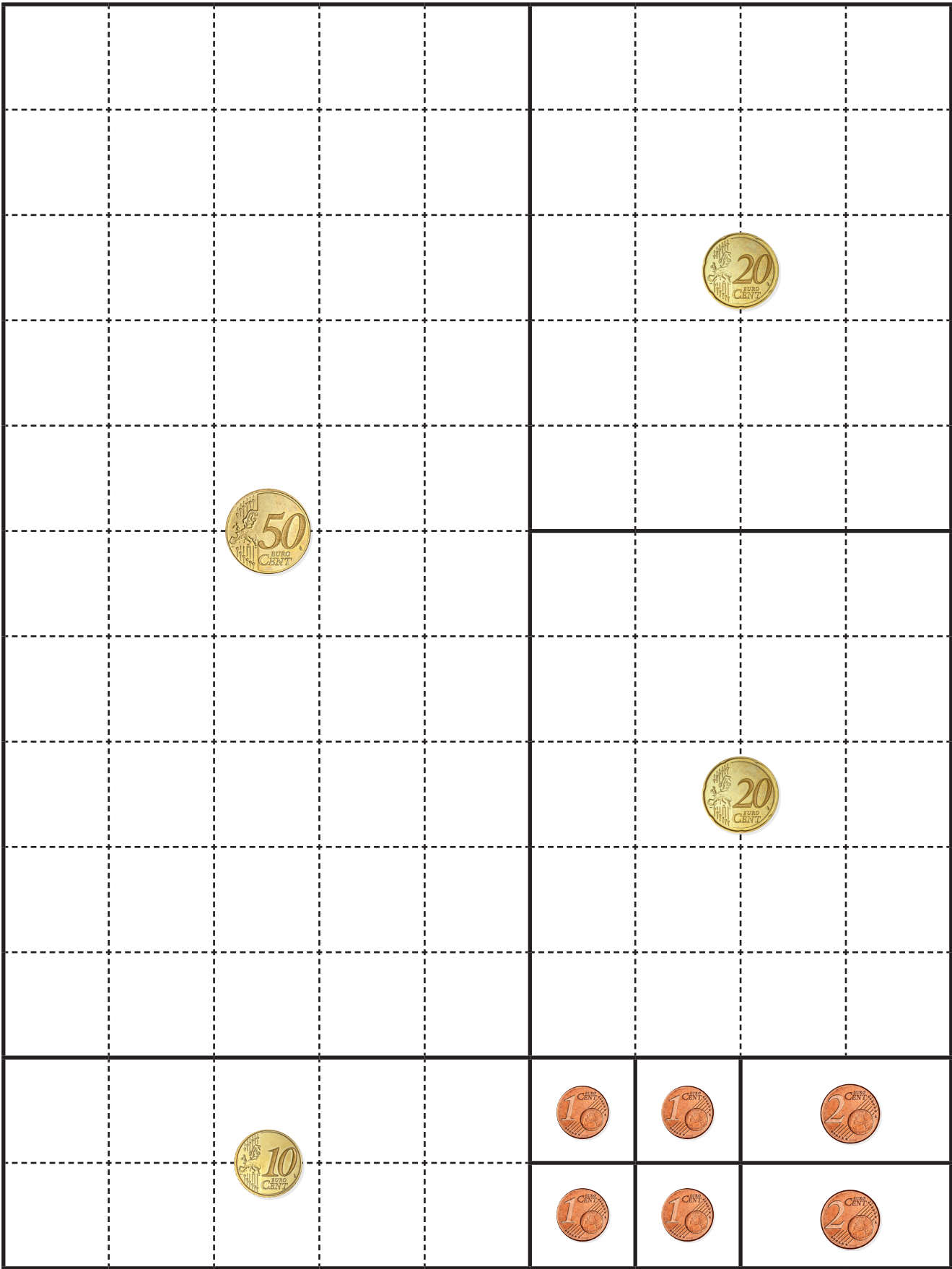
Money Arrays (1 of 3)



Money Arrays (2 of 3)



## Money Arrays (3 of 3)





1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20