

Taking away

Guidance

The children use real objects to see that the quantity of a group can be changed by taking items away. The first, then, now structure can again be used to create mathematical stories in meaningful contexts. Encourage the children to count out all of the items at the start, take away the required amount practically, and recount to see how many left.

Continue to encourage the children to represent the number stories using 10 frames, number tracks and their fingers.

Other Resources

Mouse Count – Ellen Stoll Walsh
Kippers Toybox – Mick Inkpen
Incey Wincey Spider game Nrich



Prompts for Learning

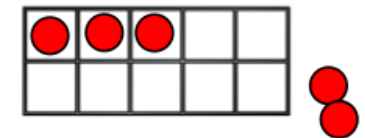
Use **first, then now** to tell simple maths stories to practise taking away in familiar contexts.



First there were 5 people on the bus.

Then 2 people got off the bus.

Now there are 3 people on the bus.



Provide plenty of opportunities for children to practise counting back. (See **I count, you count** game from previous step) Once the children can confidently count back, you can also play **Last Man Standing**. Count around the circle: **10, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0** The person who says 0 sits down and the count continues around the circle, starting again from 10. Who will be left standing?

Counting choirs is a game to practice counting on and back from different starting points. Divide the children into 2 groups. The first group counts on in ones. The second group counts back in ones.

You 'conduct' the choir by pointing at each group in turn.

E.g. 1, 2, 3, 4, 5, 6 **5, 4, 3,** 4, 5, 6, 7, 8, 9, **8, 7, 6, 5, 4**
