

Outcome	Websites	Description
MNU 2-02a: I have extended the range of whole numbers I can work with and having explored how decimal fractions are constructed, can explain the link between a digit, its place and its value.	http://www.topmarks.co.uk/Flash.aspx?f=diennesandcoinsv3	HTU.th with Diennes and coins
	http://www.topmarks.co.uk/place-value/place-value-charts	Make a decimal number by partitioning
	http://www.hbschool.com/activity/elab2004/gr4/l.html	Numbers to 100,000 (Printable recording sheets available)
	http://www.math-play.com/Place-Value-Millionaire/play.swf	Who Wants to be a Millionaire? Place value (1 or 2 teams)
	http://www.starmatica.com/standalone/starrMaticaplaveValueMysteryNumbers.swf	Make the number using place value instructions
	http://www.decimalsquares.com/dsGames/games/beatclock.html	Reading decimals (to 2 d.p.) using 100 square
MNU 2-03a	http://www.topmarks.co.uk/Flash.aspx?b=maths/thenumbersystem	Place value and multiplying by 10 and 100
	http://www.bbc.co.uk/bitesize/ks2/maths/number/place_value_headings/play/	Place value and multiplying/dividing by 10 and 100
	http://nrich.maths.org/6606/note	Using dice to create sums (children compete to find a number closest to 1000)
	http://nrich.maths.org/6499	Countdown
	http://nrich.maths.org/6564	Countdown fractions (Difficult!)
MNU 2-03b		

MNU 2-03c		
MNU 2-04a		
MNU 2-06a		
MNU 2-07a	http://www.bbc.co.uk/bitesize/ks2/maths/number/decimals/play/	Dick and Dom adding decimals and converting into decimals
MNU 2-07b		
MNU 2-07c		

Second Level Interactive Mental Maths Games