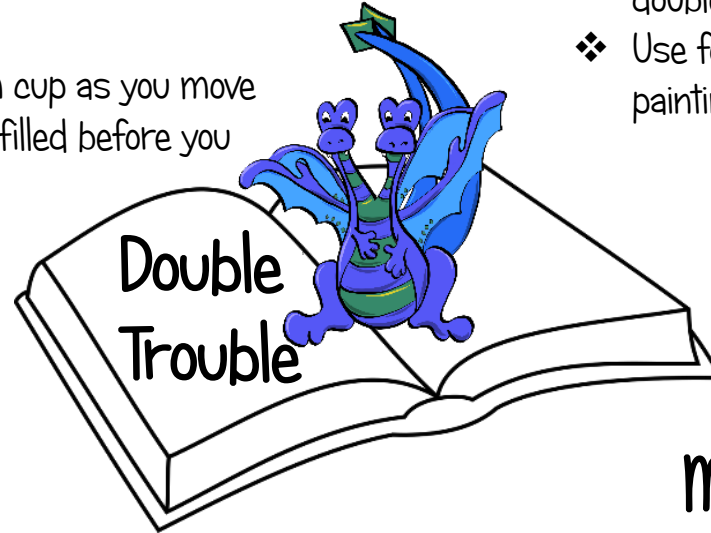


Sand and Water

- ❖ Which container holds half/double this one?
- ❖ Hunt the double/half.
- ❖ Find the story character that weighs half/double.
- ❖ Build double the amount of sandcastles. Knock down half the sandcastles.
- ❖ Double the amount of sand/water in each cup as you move along the row.. How many cups have you filled before you can't fit any more in?
- ❖ Double/half fishing



LLC (Welsh English + international language)

- ❖ Retell the story of Double Trouble using props.
- ❖ Use clocks to sequence the story of Double Trouble.
- ❖ Innovate the story of Double Trouble doubling and halving your own items.
- ❖ Write a shopping list for Dwbl and Hanner.

Creative

- ❖ Double/half quantities for recipes. e.g. cakes, slime, bubble mixture.
- ❖ Ice a number on a biscuit and add double/half the number of jelly tots.
- ❖ Use folded paper to create double paintings.

Mathematics

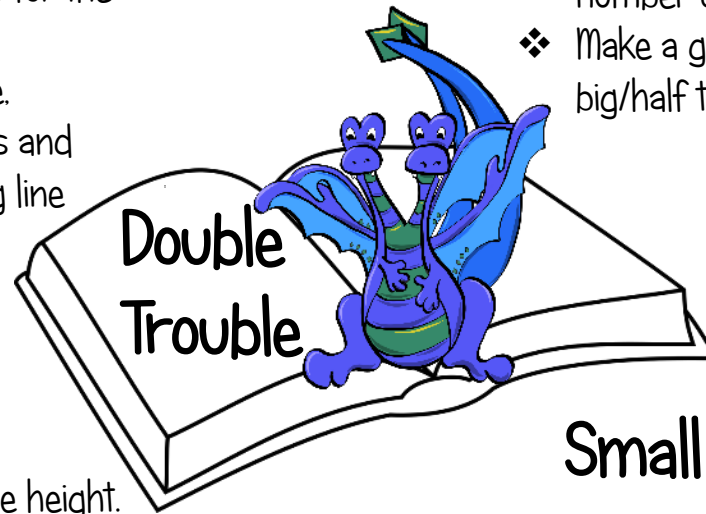
- ❖ Match the key to the padlock (doubles or halves).
- ❖ Use mirrors to find doubles.
- ❖ Put doubling and halving number sentences under true or false headings.
- ❖ Can you roll a double (2 dice)?
- ❖ Compare weight of Hanner and Dwbl and other dragons or characters

Role Play

- ❖ Double/half the quantities for the party table.
- ❖ Double the breakfast for Dwbl. Half the breakfast for Hanner.
- ❖ Shop - Half price sale. Sell double the amount sold yesterday
- ❖ Investigate - is it better to have double the amount for the same price or a half price sale?
- ❖ Sort socks for the little old lady who lives in a shoe, creating long and short pairs, and those with spots and similar patterns, before putting them on a washing line

Malleable Play

- ❖ Make an egg $\frac{1}{2}$ the size/double the size.
- ❖ Make a Dwbl twice as tall.. Make a Hanner half the height.
- ❖ Make a snake/necklace twice/half as long
- ❖ Make double/half the number of eggs on a digit card.
- ❖ Make a playdough cake double/half the weight.
- ❖ Put double the number of eggs in each nest.
- ❖ Double the number of dots on the ladybird.
- ❖ Double/half the number of candles on Dwbl's/Hanner's birthday cakes.



Construction

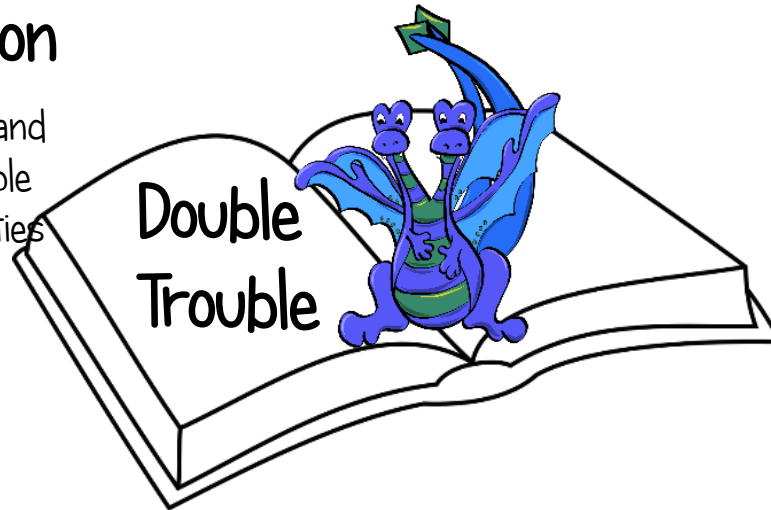
- ❖ Build a home for Dwbl. Don't forget to double everything, e.g. windows, doors, towers.
- ❖ Double this tower. Halve this tower.
- ❖ Build a tower with double/half the number of blue blocks.
- ❖ Make a garden or den twice as big/half the size.

Small World

- ❖ Set the scene for each part of the story. Using doubles, halves, ordinal numbers and clocks
- ❖ Find/collect up all the eggs.
- ❖ Build a fence for Dwbl's garden twice as long/high.

Estimation Station

- ❖ Give learners resources and challenges to half or double length, weight and quantities



Outdoor

- ❖ Directing a postman to deliver letters to fairy-tale characters.
- ❖ Can you make your shadow twice as tall/half the size?
- ❖ Find something that is half/double the length of you.
- ❖ Find a twig that is half/double the length of this one.
- ❖ Double/half the collection of conkers etc.
- ❖ Can you find a tree, leaf or flower that is double/half the height?
- ❖ Make an outdoor clock with natural collections on each hour to show what Dwbld doubled/Hanner halved.
- ❖ Can you make the car travel double the distance?
- ❖ Give learners playground chalks and challenges – write all the doubles to 10 before the timer runs out.
- ❖ Draw double the items on your card etc.

Physical

- ❖ Double/half your score. eg. Ten pin bowling.
- ❖ Put double the number of bean bags in each consecutive hoop. How quickly can you put out all the bean bags?
- ❖ Bounce a ball/ play catch until the egg timer runs out. Can you double your score before it runs out again?
- ❖ Read the number on a card and double it mentally. Check the 'how to travel' card to see how they should travel from the starting point to a bucket with the correct answer on it. Run lightly, skip, and hop on different legs, take small jumps, big jumps or gallop to travel to the answer buckets in the correct way. Once there pick up a ball and place it in the bucket.. Set some of the buckets higher up on a wall to encourage stretching and throwing skills.

Conceptual

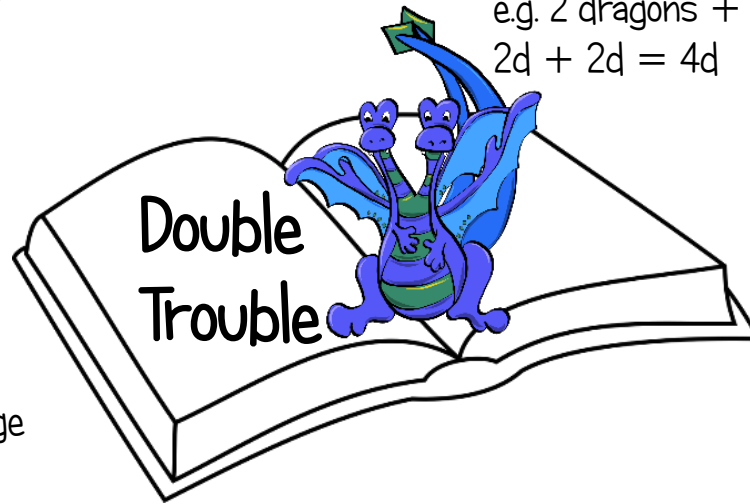
Give learners opportunities to...

- ...Find doubles using a mirror
- ...Find doubles using physical objects
- ...Draw doubles
- ...Take photographs of doubles and halves
- ...write double and halving sentences
- ...use doubles to find near doubles

Fluency

Give learners opportunities to...

- ...Show rapid recall of doubles and halves to 20
- ...Derive other facts from knowledge of doubles and halves



Communicate with Symbols

Give learners opportunities to...

...Record doubles and halves using appropriate symbols, linking to addition and subtraction.

Take it deeper

Use concrete resources to develop algebraic formulas

e.g. 2 dragons + 2 dragons = $d + d + d + d = 4d$

$2d + 2d = 4d$

Strategic Competence

Give learners opportunities to...

- ...partition to double
- ...use doubling and halving diamonds
- ...use doubling and halving mats
- ...use bar models

Logical Reasoning

Give learners opportunities to...

- ...prove doubles and halves using a variety of resources
- Explain verbally, using concrete resources, visually, and algebraically how they find doubles and halves