Series Overview
stories and mathematics

Numbers to 10

Episode	Name	Storyline	Mathematics
16	Six	The Numberblocks make a new friend who likes to roll the dice, and with *Six* in the mix, everything's a game.	• Meet *Six* • Counting (1 to 6) • Subitising (dice patterns)
17	Seven	It's a rainy day for a picnic, but when lucky number *Seven* appears, everything comes up rainbows.	• Meet *Seven* • 7 is one more than 6 • Counting (1 to 7)
18	Eight	Numberland is rocked by the arrival of superblock *Eight*, known to his friends and fans as Octoblock.	• Meet *Eight* • Counting (1 to 8) • 8 is one more than 7 • Subitising (8)
19	Nine	Numberblock *Nine* arrives in Numberland, finds a friend in *Four*, sings a song about squares… and sneezes!	• Meet *Nine* • Counting (1 to 9) • The structure of square numbers (4 and 9) • Partitioning and combining 9
20	Ten	*Ten* comes to town and tells the team what it's like to be a perfect ten-block, singing *I'm Ten Ones* and *I'm One Ten*.	• Meet *Ten* • Counting (1 to 10) • 10 ones are equivalent to one 10.
21	Just Add One	*One*'s idea of fun is singing, dancing and making friends by adding one!	• Adding 1 • Counting (1 to 10)
22	Ten Green Bottles	One of the bottles in *Ten*'s collection accidentally falls off the wall and sparks a very numbery hullabaloo.	• Subtracting 1 • Counting (1 to 10) • Counting down 10 to 1
23	Counting Sheep	*Six* tries to get the cheeky sheep to sleep and discovers that two (or three) heads are better than one.	• Exploring equivalent ways to represent 6 • Partitioning 6 into equal groups • Factors of 6
24	Double Trouble	*One* explores the Double Dungeon of Doom in search of the golden apples and doubles all the way up to Octoblock.	• Doubling (1, 2, 4, 8) and halving • Partitioning 8 into equal groups
25	The Three Threes	When *Nine* needs a helping hand, he turns into a talented trio of bouncing blocks, the three *Three*s.	• Partitioning 9 into 3 equal groups • Partitioning is the inverse of combining

26	Odds and Evens	The Numberblocks play an exciting game of bounceball – it's the Even Tops versus the Odd Blocks.	• Odd and even numbers • Equal groups
27	Fluffies	*One* finds a friendly furball, two of them tickle *Two* and soon Numberland is full of fun and fluffies!	• Counting (1 to 8) • Number bonds within 7
28	Blast Off!	*Ten* promises to take the others on a trip to the moon but blasts off on her own. How will they get there?	• Count back from 10 to 1 • Number bonds that total 10
29	The Two Tree	The Numberblocks find a magic two-tree and play an action-packed game of throwing *Two*s.	• Subtracting 2 from numbers up to 10 • Counting in 2s
30	Numberblock Castle	*One*, *Two*, *Three and Four* have a castle-exploring adventure, with a little help from the friends they make along the way.	• Adding more than 1 to make 5 to 10

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