

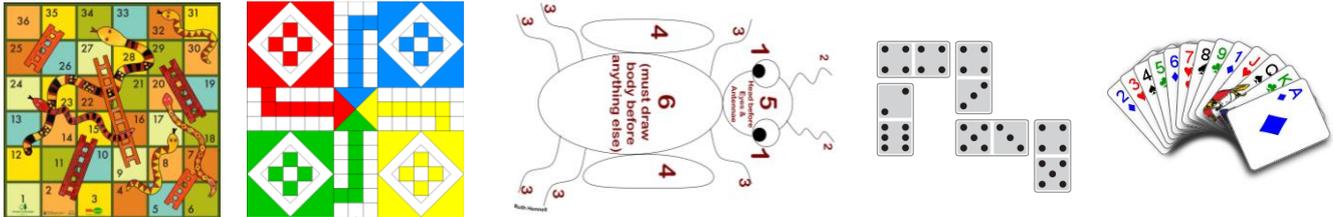


Supporting Counting and Recognising Numbers

Below are a range of online resources, Apps that you can download, traditional games to play and practical activities that you can do with your child to secure their knowledge of counting, ordering and recognising numbers up to 20. We recommend that you start by securing understanding with the numbers 0-5 then progress to 0-10 and then 0-20.

Traditional Games

Traditional games such as Snakes and Ladders, Ludo, Beetle Drive, dominos and card games support counting 1-1, recognition of numbers and oral counting. Using questions whilst playing can challenge their thinking and understanding of number. Good questions to ask are: What number do you need to roll to avoid the snake/get home? How many more did I roll than you? What's the biggest number you can move? What if we used two dice?



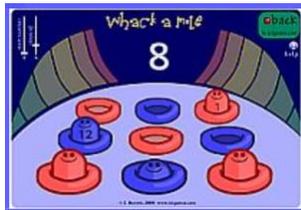
Online Games

www.ictgames.com/counting.htm

SAS Number Sort.



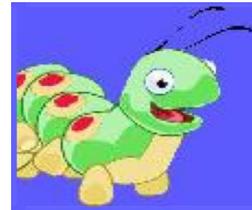
Whack a Mole.



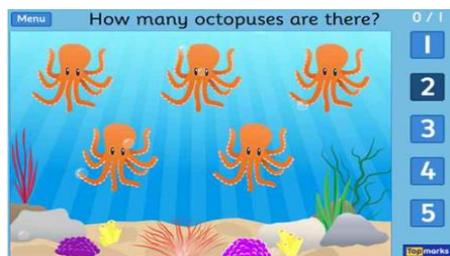
Saucer Sorter.



Counting Caterpillar.



www.topmarks.co.uk/maths-games/5-7-years/counting



Apps (IPad)

 Candy Count - Learn Colors & Numbers
Camigo Media LLC
Offers In-App Purchases
No Ratings
FREE

 Aliens & Numbers - games for kids to learn maths and practice counting.
Planet Factory Interactive
Offers In-App Purchases
Made for Ages 5 and Under
★★★★☆ (7)
FREE

 123 Fun (Lite): Write & Learn counting numbers
PlaySmart-Kids
No Ratings
FREE **OPEN**

 Numbers, Addition and Subtraction !
Math educational and learning gam...
Tribal Nova
Offers In-App Purchases
Made for Ages 5 and Under
No Ratings
FREE

 Splash Maths Game, Ages 5-7 for Year 1. Worksheets for Numbers, Counti...
StudyPad, Inc.
Offers In-App Purchases
Made for Ages 5-8
No Ratings
OPEN

 dot to dot - animals and more
Mars Games
Offers In-App Purchases
No Ratings
OPEN

Activities and Games

What's Missing?

Using number cards 0-5/10/20, ask your child to put them in order. Then ask them to close their eyes whilst you remove one of the cards. Can they tell you which card is missing? How do they know? Then close your eyes and ask your child to remove a card either verbalise how you reach your decision i.e. 1,2,3,5,6...that's not right! 5 doesn't come after 3? 3 isn't one less than 5! Or deliberately make a mistake so that your child has explain the right answer and why.

Variations:

- Close the gap that the missing number occupied
- Take two or three numbers away
- Switch two numbers around rather than take any away
- Only use part of the 'number line' start at 3. Can they count on from 3 or do they need to count the first part before they can identify the missing number?

Highest Wins

Using a pack of cards with the picture cards removed, deal the pack between two players. Both players turn over a card and the person with the highest number wins a counter (or a sweet!). The winner is the first person to collect 10 counters/sweets.

Variations:

- Play lowest wins!
- The difference between the cards has to be more than 1
- You turn your card over first and then ask your child what numbers they need to turn over to win the counter

Invisible Number Line

Using number cards 0-5/10/20, use a piece of ribbon or string as the structure for the number line. Turn the cards face down and ask your child to choose one. Where on the number line would it sit? How do you know? What would be at the beginning/end? Do you need to leave a space? Why? What number would go between those numbers? Together build the number line, then you could play What's Missing!

Ten Nice Things

Each person has 10 nice objects on a plate. Throw a dice and give that many objects to the person on your right. After each round, encourage your child to count the objects they have. Talk about who has the most / least and who has more than they started with.

Collecting Numbers

You will need sets of number cards 1-6/12/18. Throw 1/2/3 dice, count the spots and collect the matching number card. Repeat. The winner is the first person to collect the number cards 1 to 6/12/18.

Seven to Win

Using a pack of cards with the picture cards removed. Both players take two cards, turn them over and count the total. The person with the highest total wins a counter (or a sweet!). The winner is the first person to collect 7 counters/sweets.

Variations:

- Play lowest wins!
- Doubles score double the amount
- A player turns their first card over and then explains all the possible totals. What if the other card is a 1, 2, 3?

Drop Out

Using a handful of small bricks, dried beans or pasta, pick up a handful of items and show them to your child, ask them to count them. Turn around so that they can't see and remove some of the objects. Show them the remaining items and ask them how many were taken. Start with a small number i.e. 5 and build up to larger numbers

These are just a few ways that you can support your child in recognising numbers. Playing these games regularly over a period of time will help to secure their early understanding of the number system.