

Counting Strings

Focus

Counting
More/ less

Materials:

String of 10 beads
More/ Less cards

Players

Pairs

Instructions

- Have pairs sit facing each other with the stack of More/ Less cards between them.
- Players put their string of counters behind their back and then use one hand to cover some of their beads. When ready, players move their hands to the front (still covering some of their beads in one hand.)
- Player 1 turns over the top card to determine if the player with *more* beads wins, or the player with *less*.
- Players count the number of beads that each have covered.

Variations

- Use string for a Counting On game with a partner. Player 1 counts their beads out loud while Player 2 uses their own beads to count but counts silently. Player 1 stops counting at any point and Player 2 must continue from that point. E.g.
 - Player 1, out loud: 1, 2, 3 (Player 2 is counting silently along with first player)
 - Player 2, out loud: 4, 5, 6, 7, 8, 9, 10
- Use strings of 20 beads.
- Use strings to practice counting by 2's

more

more

more

more

more

more

less

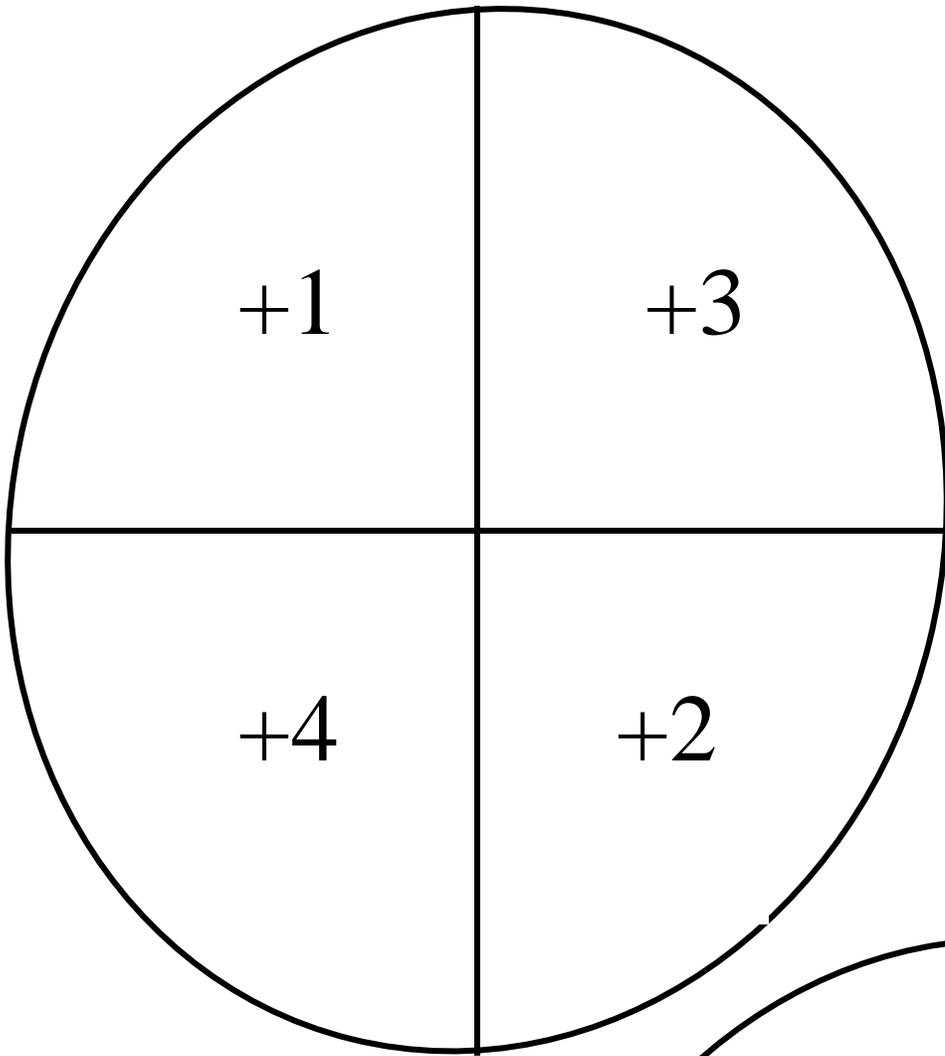
less

less

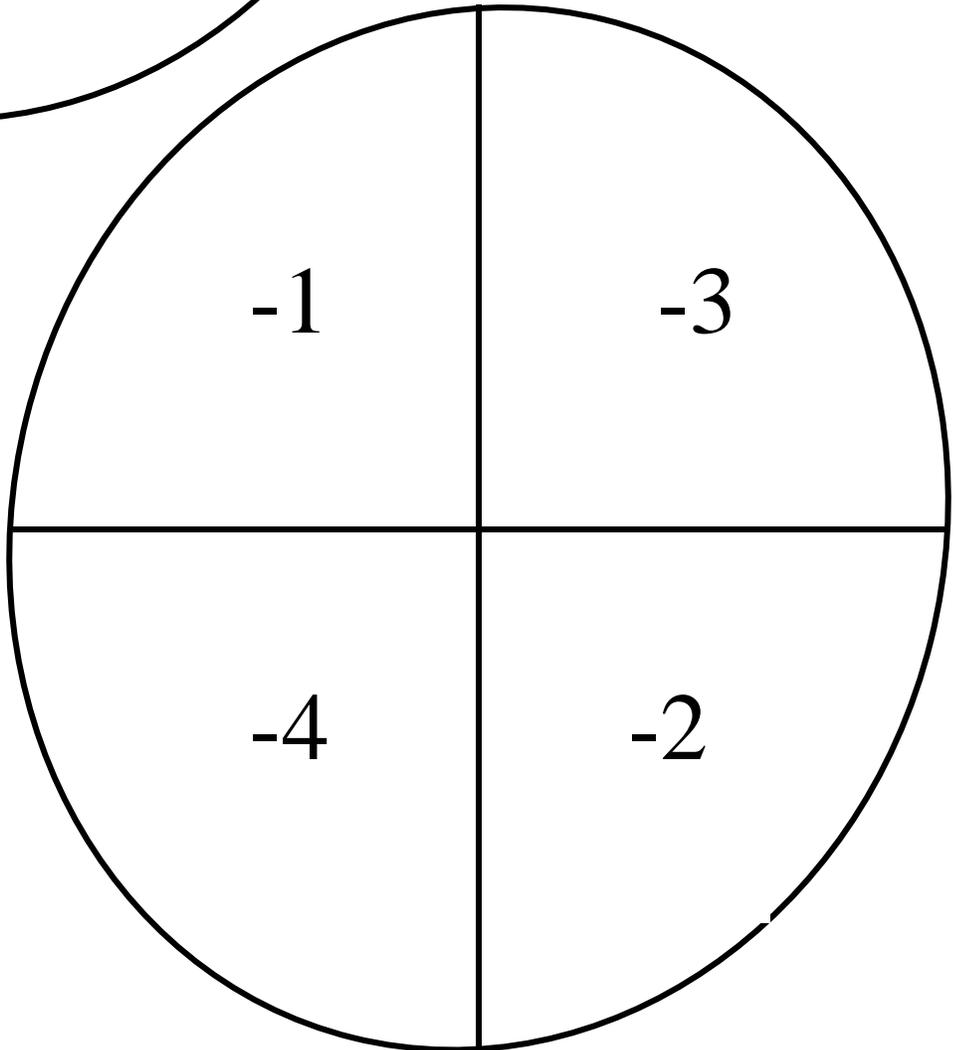
less

less

less



**Hit 10
Spinners**



Hit 10

Focus

Counting
Recognizing 10

Materials:

Hit 10 spinners
10 counters for each player
10-frame for each player

Players

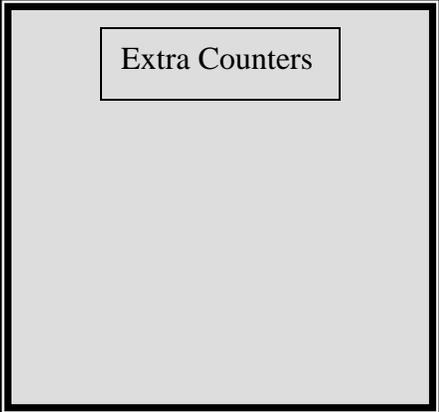
Pairs or small group

Instructions

- Players have their own 10-frame and sit with the spinners and counters between them.
- Player 1 chooses a spinner and takes that many counters. Counters are placed on the 10-frame. Players take turns.
- If a player temporarily collects more than 10 counters, the extra counters are placed in the box beneath their frame.
- The winner is the first player to have exactly 10 counters on their 10 frame.

Variation

- Players can begin with 10 counters on their 10-frame and then remove the number after spinning.
- Play individually



Hit 10

Counting On

Focus

Counting on

Materials

Number cards 1-10

Bingo chips (or other)

Players

2-4 players

Instructions

- Sit facing each other. Place the number cards face down between players. Give each player 5 chips.
- First player turns over top card and says next number in sequence (e.g. if 5 is turned over, player says 6)
- Second player continues the counting by saying the next number, e.g. 7.
- Players continue to count on to 10. The player that says 10 gives up one chip and then turns over next card in stack to begin the next round
- Play continues until one of the players runs out of chips.

Variations

- Vary the cards: use dots, digits, words
- Play the game to 20.
- No elimination. Players begin without chips & collect them if they say the number 10. Player with the most chips wins
- Count back to zero.

Action Patterns

Focus

Pattern (Action pattern)

Materials

Action cards

Players

Group

Instructions

- Teach the class this rhyme at circle time
Eenie, meanie, minie, mo
Here's a pattern I can show
...
Now I have a game for you
Can you make my pattern too?
- Demonstrate a 4 beat action pattern for students to copy. Choose 2 action cards (e.g. *clap* and *stomp*). Use them in the rhyme. E.g.
Eenie, meanie, minie, mo
Here's a pattern I can show
(*clap, stomp, clap, stomp*)
Now I have a game for you
Can you make my pattern too?
[students then copy that pattern *clap, stomp, clap, stomp*]

Variations

- After practice, have students play with a partner, taking turns to chant and make up an action pattern for their partner.
- Place stack of Action Pictures between players. First player turns over top two cards and uses those actions for their pattern.

Traditional African Counting Game

Focus

Counting
Recognizing number

Materials

None

Players

Whole class

Instructions

- One player becomes the 'caller'. The other students sit in a circle around the caller.
- The caller calls out a number between 1 and 5.
- The students move to group themselves according to the number called and then sit down. For example, if the caller says '2', students form pairs.
- Leftover players, if any, form their own group and call out their number to the caller.

Variations

- After a number is said, the caller tries to join a group for that number. Leftover players go into the centre to be the next callers.

Compare Counts

Focus:

Counting

Materials

Chart paper; three columns as below:

In Our Classroom		
Less	Exactly	More

Players

Whole class

Instructions

- Select a target number; e.g. 20
- Students search the classroom for countable items
- Record findings on the chart

In Our Classroom		
Less than 20	Exactly 20	More than 20
Tubs Staplers Sinks	Paint pots Children in the class	Books chairs

What's My Number?

Focus

Number

Materials

Number cards on looped strings

Players

2 or more players

Instructions

- One player is given a number card to wear on their back, so that only the other players can see the number.
- The player with the number asks the other player eliminating questions that will help them determine the number they are wearing. All questions are answered by either yes or no by the other players. E.g.
 - Is my number greater than 6?
 - Will I say my number if I count by 2?
- Consider modeling the game by being the first player to wear the mystery number
- After playing several rounds, have every student wear a number on their back and circulate among classmates asking eliminating questions.

Variation

- Have students sit in a circle and place the cards face up in the middle so they can be read. Tell students that you are thinking of a number on the floor. Give students hints. As each hint is given, indicate the eliminated numbers by turning them face down. E.g. if 9 is selected as the mystery number, say:
 - My number is more than 7 (turn over 1-7)
 - You won't say my number if you count by 5's (turn over 10)
- Extend the range of numbers to 20

Clear The Deck

Focus

Number recognition

Materials

10 Bingo chips or other counters for each player

Clear the Deck board for each player

Number cards 1-10 shown in various forms (e.g. digits, words, dots, etc)

0	2	2	3	4	5
6	7	8	9	10	Storage Lot

Instructions

- Each player places 10 chips on any of the numbers on their board. Players can choose to not use a number, or place more than one chip on a given number.
- Player 1 turns over the top Number Card and reads or counts the number. The player then removes one chip from that space from their board. If the player does not have a chip on that number, the turn is missed.
- Players continue, taking turn, trying to clear the chips from their board.
- Winner is the first player to clear all of their chips.

Variations

- Create a game board to 20

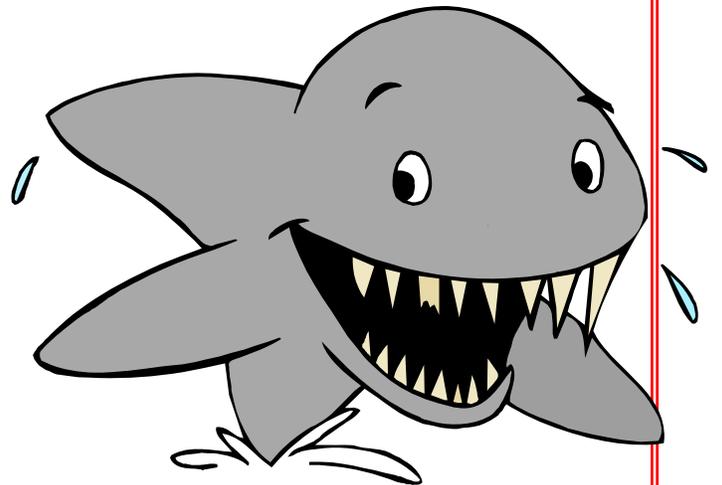
Go Fishing

Stand behind the line.

Toss the beanbag on the chart.

Say the number and collect that many fish cards.

If you land on a shark,
return all of your cards.



Try to collect 10 cards.

