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
<table>
<thead>
<tr>
<th>more</th>
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</thead>
<tbody>
<tr>
<td>more</td>
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<td>more</td>
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<td>less</td>
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<td>less</td>
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<td>less</td>
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<td>less</td>
</tr>
</tbody>
</table>
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

Extra Counters
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:

<table>
<thead>
<tr>
<th>In Our Classroom</th>
</tr>
</thead>
<tbody>
<tr>
<td>Less</td>
</tr>
<tr>
<td>------</td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

Players
Whole class

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

<table>
<thead>
<tr>
<th>In Our Classroom</th>
</tr>
</thead>
<tbody>
<tr>
<td>Less than 20</td>
</tr>
<tr>
<td>Tubs</td>
</tr>
<tr>
<td>Staplers</td>
</tr>
</tbody>
</table>
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.
      o  Is my number greater than 6?
      o  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:
      o  My number is more than 7 (turn over 1-7)
      o  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)

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.