Counting Book

Purpose:
The purpose of this activity is to help your child learn to read and write the numbers from one to ten.

What you need:
- Newspaper, junk mail or old magazines
- Scissors
- Glue
- Paper
- Pens

What to do:
- Work with your child to cut out pictures from the newspaper and use them to make a counting book. Put one thing on page one, two things on page two and so on. Make all the things on each page the same, for example "2 cars, 3 people, 4 trees."
- As you look through the newspaper together encourage your child to find and read numbers.

  That's right, that's a number. What's the name of that one? Can we find any more sevens?"
- Write the number of items on each page into the book. Help your child to practice writing the number on the page as well. Write the number in lots of different colours for lots of practice.

What to expect your child to do:
- Begin to recognise the numbers from one to ten that they find.
- Practice writing the numbers from one to ten.

Pipe Cleaner Numbers

Purpose:
The purpose of this activity is to help your child learn to read numbers to 20.

What you need:

- A packet of pipe cleaners
- Cards or pieces of paper with the numbers from 1 to 20 written on them
- Buttons, stones, pegs, small toys or other small objects to count with

What to do:
Start with the numbers to 10.

- Show your child a number, for example, 2.
- Ask: *What is this number?* Tell your child the number if they are not sure. Help your child to count out 2 small objects to put beside the card.
- Get your child to make the number with a pipe cleaner.
- Repeat over a few days until all digits to 9 are made. Keep each number as you make it.
- Once you have all the numbers from 1 – 9 ask your child to put the pipe cleaner numbers in order. Read them together "1, 2, 3, 4, 5, 6, 7, 8, 9."
- Ask your child to count out buttons, toys or other small objects to match each number. Put the corresponding number card beside the pipe cleaner number and the collection of objects.

To extend the idea: help your child to make another set of pipe cleaners numbers and use these to practise reading two digit numbers such as 34, 42, and 58.

What to expect your child to do:
Read and write numbers to 10, then to 20 then to 100.

Counting Mat

Purpose:
The purpose of this activity is to help the child learn to count on or back from any number to 25.

What you need:
- Number mat – You can print this off or make your own.
- Counter, button or stone

What to do:
Place the mat on the floor.
- Throw a counter, button or stone onto the mat.
- The child counts on from the number the stone has landed on. e.g. 10, 11, 12, 13, 14 ..
- The child counts back from the number e.g. 23, 22, 21, 20 …
- The child can give the number that comes after that number e.g 11, 12
- The child can give the number that comes before that number e.g 25, 24

What to expect your child to do:
- To be able to count forwards from any number to 25 without hesitation.
- To be able to count backwards from any number to 25 without hesitation.
- To instantly say the number before and the number after a given number to 25.

Variations:
- Use 2 counters or buttons. The child starts counting at the smallest number and stops at the largest. Alternatively the child counts backwards from the biggest number and stops at the smallest number.
- The numbers can be written on the back of a plastic tablecloth, piece of plastic or a scrap of vinyl.

Number Mat: Random Numbers 8-25

8	12	21	11
13	17	16	19
14	25	9	18
24	15	12	22
20	10	13	25

Ordering Numbers

Purpose:
The purpose of this activity is to order numbers to 31

What you need:
- An old calendar page – with large numbers
- Scissors
- Cardboard (a cereal box, opened up)

What to do:
- Stick the calendar sheet onto the cardboard.
- Cut out the numbers.
- Use numbers to 10, numbers to 20, or all the numbers (depending on the child's ability)
- The child outs the numbers in order. Ask the child to count to check that the numbers are in the correct order.
- The child could put the numbers from biggest to smallest (to practice backwards number counting.
- Ask: *What number will come next? What number would come before?* to prompt the child.

What to expect your child to do:
Know how to sequence numbers to 10, to 20 and to 31.

Before and After 0-10

Purpose:

The purpose of this activity is to help your child to practice the numbers one before and after the numbers in the range 0-10.

What you need:

Pack of cards. Ace = 1, remove the other picture cards.

What to do:

Shuffle the cards and deal 5 cards to each player. Place the other cards in a pile face down, and turn the top card over beside the pile.

Players take turns to put a card to the left or the right of the turned over card to start a counting sequence. For example, if the turned over card is a 6, then the first player may place a 5 to the left of the 6 or a 7 to the right of it. If the first player places a 5, the next player can now place a 4 or 7 to continue the sequence or place a 5 on top of the 5 the previous player played. Players who cannot make a move miss a turn. The winner is the person with the least cards left when the sequence can go no further.

What to expect your child to do:

To correctly order the numbers 0- 10.

Variation:

Use the cards as flash cards. Hold up a card and ask your child what is the number before it and after it.

Skip Counting to 20

Purpose:
The purpose of this activity is to help your child learn to count in twos and fives from 0 – 20. .

What to do:

- Skip count in twos and fives with your child. Remember count backwards too.
  2, 4, 6, 8, 10, 12…
  5, 10, 15, 20
  20, 18, 16, ..
- Skip count from different starting places.
  8, 10, 12…
  10, 15, 20..
  14, 12, 10,…

There are lots of opportunities to practice counting in twos and fives. These include:

- Look at the numbers on letter boxes as you walk.
  What number will be on the next letter box you pass?
  What about the one after that?
- Count the fingers in your family in fives.
- Count the feet or shoes in your family using twos.

What to expect your child to do:

- Start from any number in the skip counting sequence.
- Skip count forwards or backwards

Skittles

Purpose:
The purpose of this activity is to help your child learn the addition and subtraction facts of 10. For example, 2 + 8 = 10 and 10 - 8 = 2.

What you need:

- A set of 10 skittles. You can make these using empty plastic bottles with a little sand or water in them to help them balance.
- Two balls

What to do:

- Set up skittles in a 4, 3, 2, 1 triangular array. You can draw circles on the ground (if outside) or place these on a piece of material or sheet of plastic with circles drawn on (if inside), to help children place these correctly.
- The child rolls the ball. Talk about how many skittles have fallen, for example if three skittles are down:

  How many skittles are standing? 7
  How many skittles have fallen? 3
  We can say 7 and 3 is 10, or 10 take away 3 is 7
- It is important to focus on both addition and subtraction facts to help your child understand the link between these.
- Help your child to write the addition and subtraction facts on a piece of paper:

  7 + 3 = 10
  10 - 3 + 7
- Set up the skittles again and repeat.

What to expect your child to do:

- Know the answer to addition facts to 10 without having to calculate:

0 + 10 = 10	10 + 0 = 10
1 + 9 = 10	9 + 1 = 10
2 + 8 = 10	8 + 2 = 10
3 + 7 = 10	7 + 3 = 10
4 + 6 = 10	6 + 4 = 10
5 + 5 = 10	

- Know the answer to subtraction facts of 10 without having to calculate:

10 - 1 = 9	10 - 9 = 1
10 - 2 = 8	10 - 8 = 2
10 - 3 = 7	10 - 7 = 3
10 - 4 = 6	10 - 6 = 4
10 - 5 = 5	10 - 10 = 0
10 - 0 = 10	

Make 5

Purpose:
To help your child to learn the addition number facts to 5.

Link to the Number Framework:
Number Facts, Stage 0-3

What you need:

- A pack of cards. Use only the ace, 2, 3 and 4 for each suit, 16 cards in total.

What to do:

- Deal out 6 cards in a row, face up.
- Players take turns to pick up 2 or more cards that add to 5. For example 1+4, 2+1+1+1 or 3+2.
- At the end of each player's turn, the cards they have removed are replaced from the deck.
- The game finishes when no further combinations can be found. The winner is the player with the greatest number of cards.

What to expect your child to do:
Be able to instantly recognise combinations of numbers that add to 5.

Make 10

Purpose:
To help your child to learn the addition number facts to 10.

Link to the Number Framework:
Number Facts, Stage 0-3

What you need:

- A pack of cards with the picture cards, jokers and tens removed. Ace is used as 1.

What to do:

- Deal out 10 cards in a row, face up.
- Players take turns to pick up 2 or more cards that add to 10. For example 3+7, 2+3+5, 2+1+4+3, 3+1+6.
- At the end of each player's turn, the cards they have removed are replaced from the deck.
- The game finishes when no further combinations can be found. The winner is the player with the greatest number of cards.

What to expect your child to do:
Be able to instantly recognise combinations of numbers that add to 10.

Variation:
Once your child is confident with the number facts to 10, choose a different target number. For example make all cards add to 12 or 15.

Under the Box

Purpose:
The purpose of this activity is to help your child to instantly recall the addition and subtraction facts of 5 and 10.

What you need:
- 5 - 10 toys
- A box big enough to cover the toys

What to do:
Work with five toys at first, developing knowledge of addition and subtraction facts of 5.
- Ask your child to count the toys.
  How many toys do we have?
- Ask your child to look away while you hide some toys under the box then ask them to work out how many you have hidden.
  How many toys do we have now?
  How many toys have I put under the box?
- Talk to your child about the number of toys.
  There are 3 toys in the box and 2 toys here. 3 and 2 is 5. You may like to write 3+2=5 to record this fact.
  We had 5 toys and 3 hid under the box, now we have 2 toys. You may like to write 5-3=2 to record this fact.
- Children may need to use the fingers of one hand to help them work out how many toys are hidden. When they can do this well, ask them to put their hand behind their back and imagine the fingers they are using. Encourage them to imagine the toys under the box in their heads.
- Repeat, hiding a different number of toys each time. Include the examples of all the toys hiding and no toys hiding.

Once your child knows the facts of 5 confidently, use 10 toys to develop their knowledge of the addition and subtraction facts of 10.

What to expect your child to do:
- Be able to instantly recognise combinations of numbers that add to 5: 1 and 4, 3 and 2, 5 and 0.
- Be able to instantly recognise combinations of numbers that add to 10: 1 and 9, 2 and 8, 3 and 7, 4 and 6, 5 and 5, 10 and 0.

Using Fingers

Purpose:
The purpose of this activity is to help your child learn number combinations within 5 and 10. For example 2 and 3 is 5, 6 and 4 is 10.

Link to Number Framework:
Number Facts, Stages 0-3

What to do:
Work with five fingers at first, developing knowledge of number combinations of 5.

- Ask your child to hold up the fingers of one hand.
  How many fingers have you got?
- Ask your child questions about making 5, for example:
  Show me 2 fingers. How many fingers to make 5?
  Show me 4 fingers. How many fingers to make 5?
- Ask your child questions about taking away from 5, for example:
  Show me 5 fingers. If you tuck 3 away how many would be left standing?
  Show me 5 fingers. If you tuck 1 away how many would be left standing?
- Work through all the combinations of 5 in this way.

Once your child knows the combinations of 5 confidently, use 10 fingers to develop their knowledge of the combinations of 10. Make sure children "use up" the fingers on one hand before using the second.

What to expect your child to do:

- Be able to instantly recognise combinations of numbers that add to 5: 1 and 4, 3 and 2, 5 and 0.
- Be able to instantly recognise combinations of numbers that add to 10: 1 and 9, 2 and 8, 3 and 7, 4 and 6, 5 and 5, 10 and 0.

5 Plus

Purpose:

The purpose of this activity is to help your child to practice the 5 plus addition facts.

Link to the Number Framework:

Number Facts, Stage 1-3

What you need:

One die

Pack of cards – use the 6, 7, 8, 9, 10 cards.

What to do:

Shuffle the cards and deal 5 cards to each player.

The first player rolls the dice, (throw again if a 6 comes up) and adds 5 to the number. For example, if they roll a 3, then 3 + 5 = 8. If the player has the total, for example 8, as a card in their hand they can put the card on the table. The next player has a turn.

The winner is the first player to put all their cards on the table.

What to expect your child to do:

Over time expect your child to instantly recall the addition facts of 5 plus.

Variation:

Roll the dice and ask your child to quickly add 5 to the dice number.

Groupings to 10

Purpose:

The purpose of this activity is to help your child to practice the addition facts to 10.

Link to the Number Framework:

Number Facts, Stage 0-3

What you need:

Activity card. You can print this or make your own.
Cardboard. (Old cereal boxes are good)
A paperclip.

What to do:

Glue the activity card on to cardboard.
Show your child the activity card and explain it is ten numbers long.
Move the paper along the top number line from 0 to a number of your choice, for example 4. Ask your child to move their finger along the bottom number line until they reach the same point, for example 6. Explain that if you move 4 then they need to move 6 to be on the same place.
Write together the number fact, 4 + 6 = 10.

What to expect your child to do:

To correctly generate the pairs that add to 10.

Variation:

When your child can easily do the activity cut off the bottom number line and ask if they can work out the missing number in the pair.

Groupings to 10

0	1	2	3	4	5	6	7	8	9	10
10	9	8	7	6	5	4	3	2	1	0

Pairs to 10

Purpose:

The purpose of this activity is to help your child to practice the addition facts to 10.

Link to the Number Framework:

Number Facts, Stage 0-3

What you need:

Pack of cards. Ace = 1, remove the 10 and the picture cards.

What to do:

Shuffle the cards and deal 6 cards to each player. Place the other cards in a pile face down between the players with the top card turned over beside the pile. The aim of the game is to make pairs that add to 10, pairs are placed on the table. The first player can take the face up card or one from the pile. The players take turns until one player wins the game by placing all their cards in pairs on the table.

What to expect your child to do:

To correctly make pairs to 10.

Variation:

The cards can be used to play Memory, where a pair is two cards that add to 10, for example 6 and 4.

Doubles to 10

Purpose:
The purpose of this activity is to help your child to learn the doubles to 10.

Link to the Number Framework:
Place Value, Stage 3

What you need:
Socks or shoes. (Items that come in pairs)

What to do:
Put out 5 pairs of socks.
Pick up one pair of socks and ask your child:

- *How many socks are in one pair?*

Repeat with the other pairs asking:

- *How many socks are in two pairs? three pairs? four pairs? five pairs?*
- *Ask your child how many shoes would be in 3 pairs?*

Explain to your child pairs are the same as doubles.

- *Ask them what is double one? Two? Three? Four? Five?*

What to expect your child to do:

- Initially your child may need to count the items. They should progress to instantly recalling the doubles for 1 – 5.

Variation:
Look for opportunities for children to practice recalling the doubles of numbers 1 – 5. For example, three people have two biscuits each how many biscuits is that, how many shoes are at the door.