

# Growing Numbers

**Resources:** Dice (0-9)

**Players:** 1, 2 or more

**Get Started:** Children crouch down

**Play:** Slowly count to 10 while children start to 'grow' until they are fully stretched up at 10.

**Tip:** The aim is to not be fully stretched and standing until the target number is said. Do together with children if they are finding this a challenge.

**Challenges:**

- Roll a 0-9 dice to vary the number being counted to so that children have to adjust their speed of growing each time.
- Choose target numbers above 10.

**Thinking Skills:** Attention, self regulation



# Hiding Teddies

**Resources:** Teddies / toys, blanket, 0 – 9 dice

**Players:** 1 - 4

**Play 1:** Children roll the dice and put that number of teddies on the blanket. While children's eyes are closed, put one of the teddies under the blanket. Children try to identify the missing teddy and say how many are left.

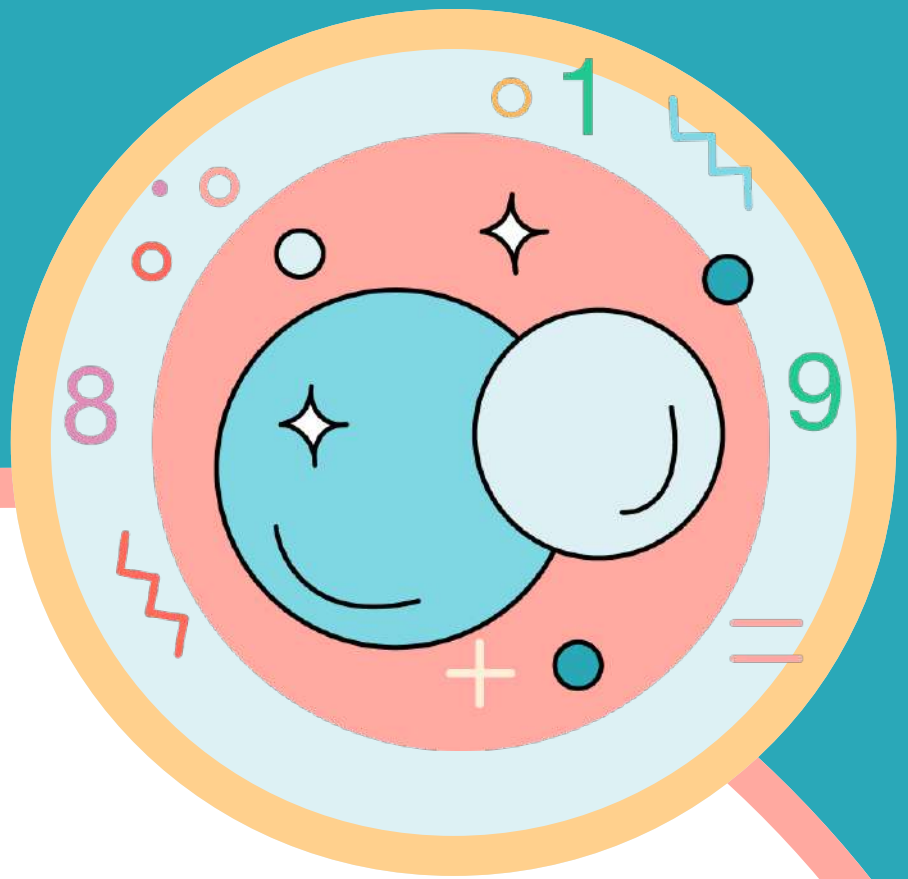
**Play 2:** Children place 5 teddies on the blanket. Take two teddies and put them under the blanket and ask children how many teddies are left. Put all 5 teddies back on top of the blanket and repeat, hiding a different number. Switch roles and start with different numbers of teddies.

**Tip:** Observe if children need to count the number of teddies or if they are able to subitise (instantly recognise the number without having to count – see Area 3).

**Challenge:** Write as subtraction sums: Teddies on the blanket at start – Teddies under the blanket = Number of teddies left on the blanket

**Thinking Skills:** Attention, memory, problem solving





# Double Bubble

**Resources:** Dice, bubbles

**Players:** 1 or 2

**Get started:** Explain double means the same number added to itself and give examples of sums.

**Play:** Roll the dice and blow the bubbles. If, for example, 3 is rolled, children try to pop 3 bubbles with one hand and 3 with the other before all the bubbles are gone. Score a point if manage to pop the correct number of bubbles with each hand in time.

**Challenge:** Ask children to draw a picture to represent the activity they have done.

**Thinking Skills:** Attention, memory