

# Math at Home

## COVER THE NUMBER

### Materials:


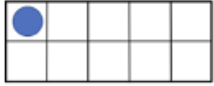






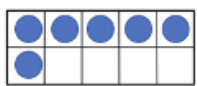

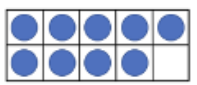




- Game board, one die
- Counters

### Instructions:

1. Start at the indicated rectangle.
2. Roll a dice and move around the outside of the gameboard.
3. Cover a number in the middle with a counter according to whichever number they land on.
4. Continue until all the numbers are covered

### What this is good for:

- Careful counting including knowing that the order in which the objects are counted doesn't affect how many there are.

<p>Start here</p> 				
	<h1 style="text-align: center;">Cover the number</h1> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>1</p> <p>3</p> <p>5</p> <p>7</p> <p>9</p> </div> <div style="text-align: center;"> <p>2</p> <p>4</p> <p>6</p> <p>8</p> </div> <div style="text-align: center;"> <p>2</p> <p>4</p> <p>6</p> <p>10</p> </div> <div style="text-align: center;"> <p>1</p> <p>3</p> <p>5</p> <p>7</p> </div> </div>			
				
				
				
				

# SHAKE & SPILL

## **Materials:**

- Plastic cup
- Counters
- Deck of cards without face cards

## **Instructions:**

1. Player A picks a card and does not show the other player the number
2. Player A puts that number of counters in the cup.
3. Player B (students) shakes and spills the counters onto the table.
4. Player B has to count number of counters.
5. Player A then reveals the card.

## **What this is good for:**

- Counting carefully especially knowing that the last number said tells “how many” in the whole collection.

# MEMORY MATCH UP

## Materials:

- Cards with numerals (1-10)
- Cards with dots

## Instructions:

1. Put cards, face up, in four rows of five.
2. Match number symbols to the correct quantity

## Challenge

- Shuffle the cards and place the cards face down.
- Take turns to turn over two cards at a time.
- If they match, you keep them.

## What this is good for:

- Knows the order in which the objects are counted doesn't affect how many there are

1

2

3

4

5

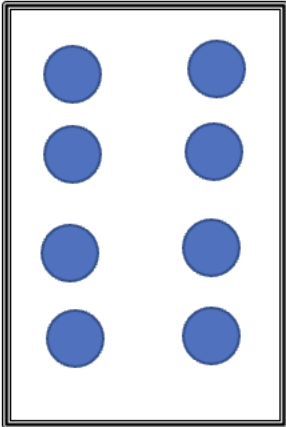
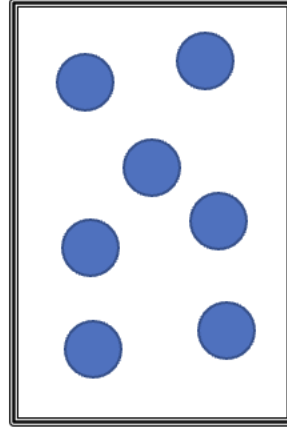
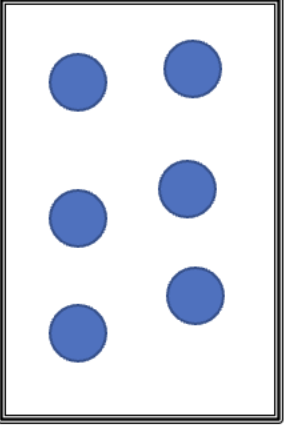
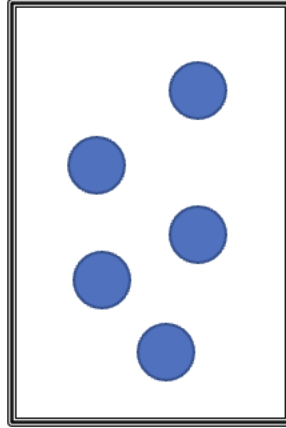
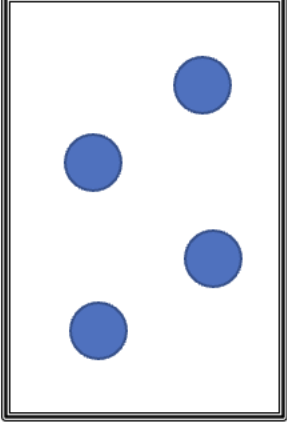
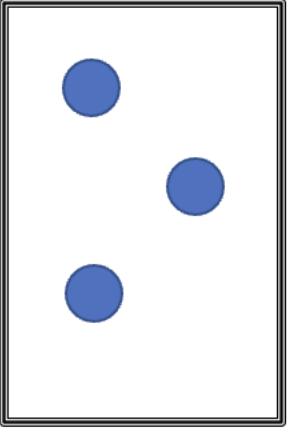
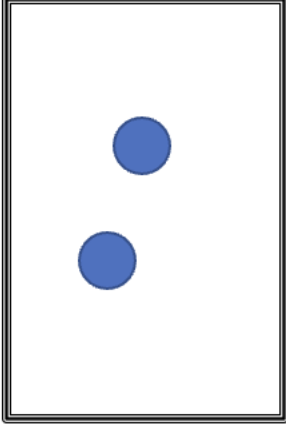
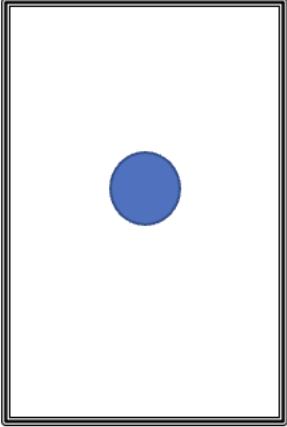
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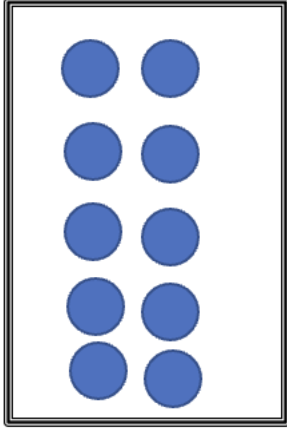
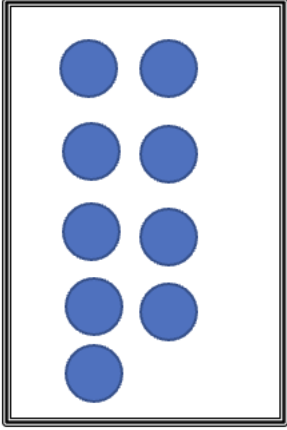
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8

9

10





# NUMBER MATCH 1 to 5

## Materials:




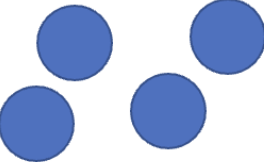
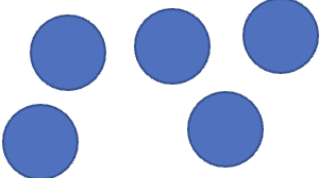
- Game cards

## Instructions:

1. Deal the cards face down in two rows of 5.
2. Player A turns two cards over. If the numeral matches the number of dots, the player keeps both cards.
3. Player B takes a turn
4. The player with the most pairs, wins.

## What this is good for:

- Matching a number symbol to an actual quantity.

	<b>1</b>
	<b>2</b>
	<b>3</b>
	<b>4</b>
	<b>5</b>



# NUMBER MATCH 1 to 10

## Materials:


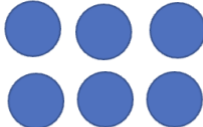


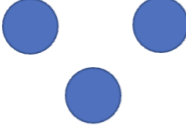




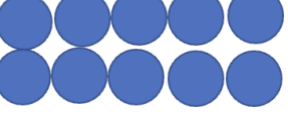
- Game cards

## Instructions:

- Deal the cards face down in four rows of 5.
- Player A turns two cards over. If the numeral matches the number of dots, the player keeps both cards.
- Player B takes a turn
- The player with the most pairs, wins.

## What this is good for:

- Matching a number symbol (numeral) to an actual quantity.

	1		6
	2		7
	3		8
	4		9
	5		10

## **Concentration (2 or more players)**

Use the cards 2 through 5 (or include any numbers known by the child) and place them face down in even rows and columns.

Player 1 turns two cards over face up. If the cards match (i.e. two 5's have been turned over) the player keeps those cards and takes another turn.

If the cards do not match, the cards are turned back down in the same spot and the next player takes a turn.

The game continues until all of the cards have been paired.

## **Go Fish (2 or more players)**

Sort through the cards and remove face cards and any numbers unknown by the child.

Deal five cards per player and place the remaining cards face down in a pile.

Any pairs of cards with the same number the players have are placed down.

Each player holds their cards so no one else can see.

Player 1 asks Player 2 for a specific number i.e., Do you have a five?

If Player 2 does, the card is handed over and Player 1 puts the pair down and takes another turn.

If Player 2 does not have a five, the response is "Go Fish" and Player 1 takes the top card from the deck and the next player takes a turn.

The game goes on until one player has paired all of their cards.

## **Dice Game**

Start with rolling two dice.

Ask: Which die shows more?

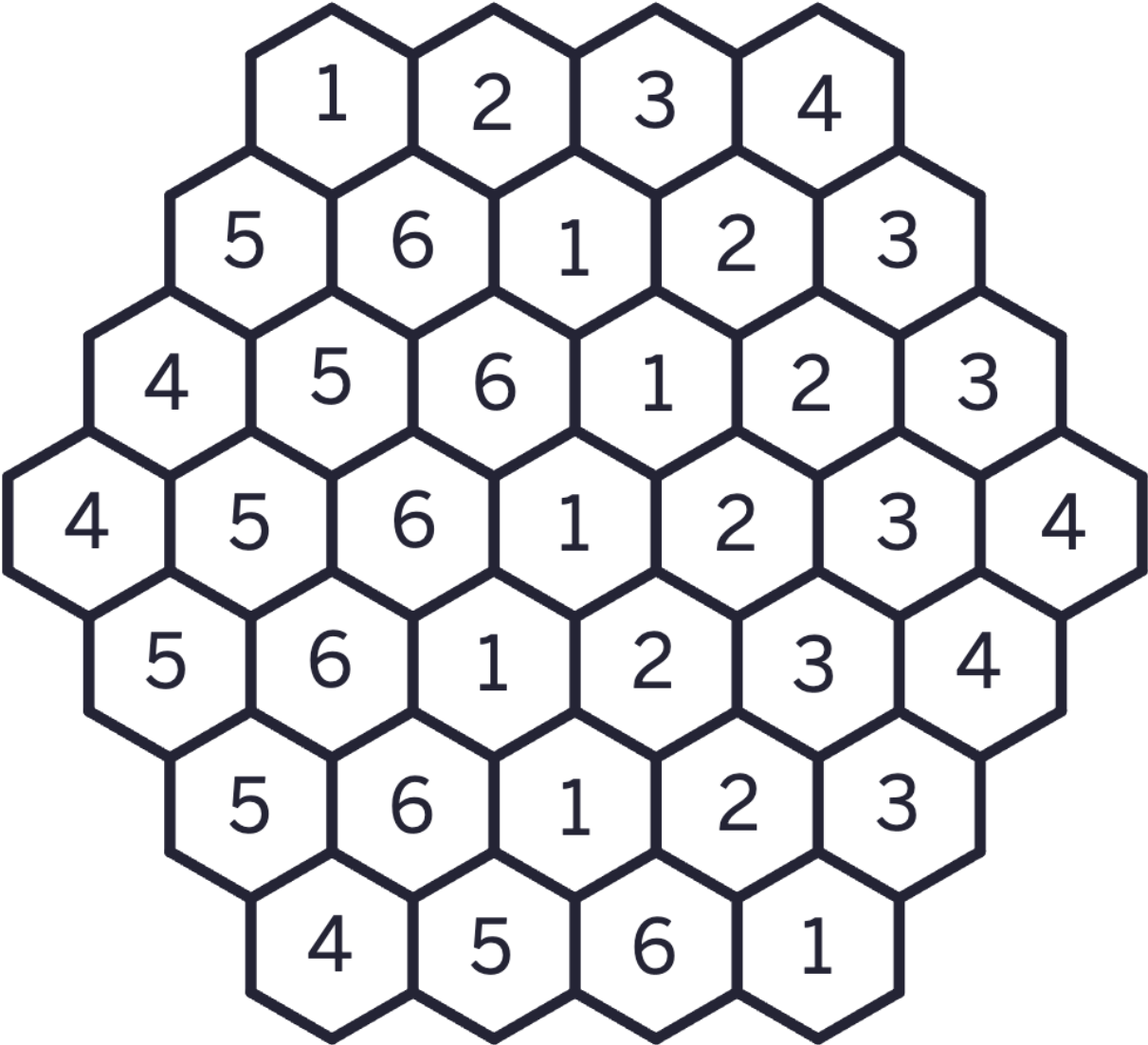
Which die shows less?

How many dots are showing on each die?

How many dots are there altogether?

More dice can be added to roll.

# Hive Dice



Each player takes turns roll a dice and covering the number with their coloured counter. The first person to get three in a row wins.