

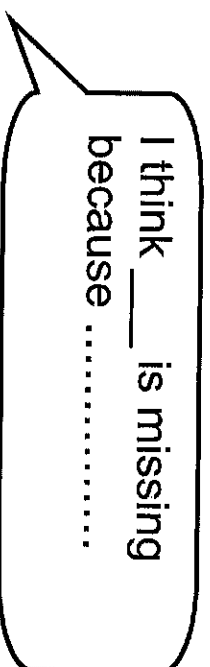
1	2	3	4	5	6	7	8	9	10
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KCC1

Missing Number Game

Materials: Number cards

1. Work with a partner. Arrange a set of number cards in order.
2. Take turns to close your eyes while your partner removes a card.
3. Guess the missing number and use the math talk sentence.
4. Keep taking turns to remove a card and guess the missing number.



11

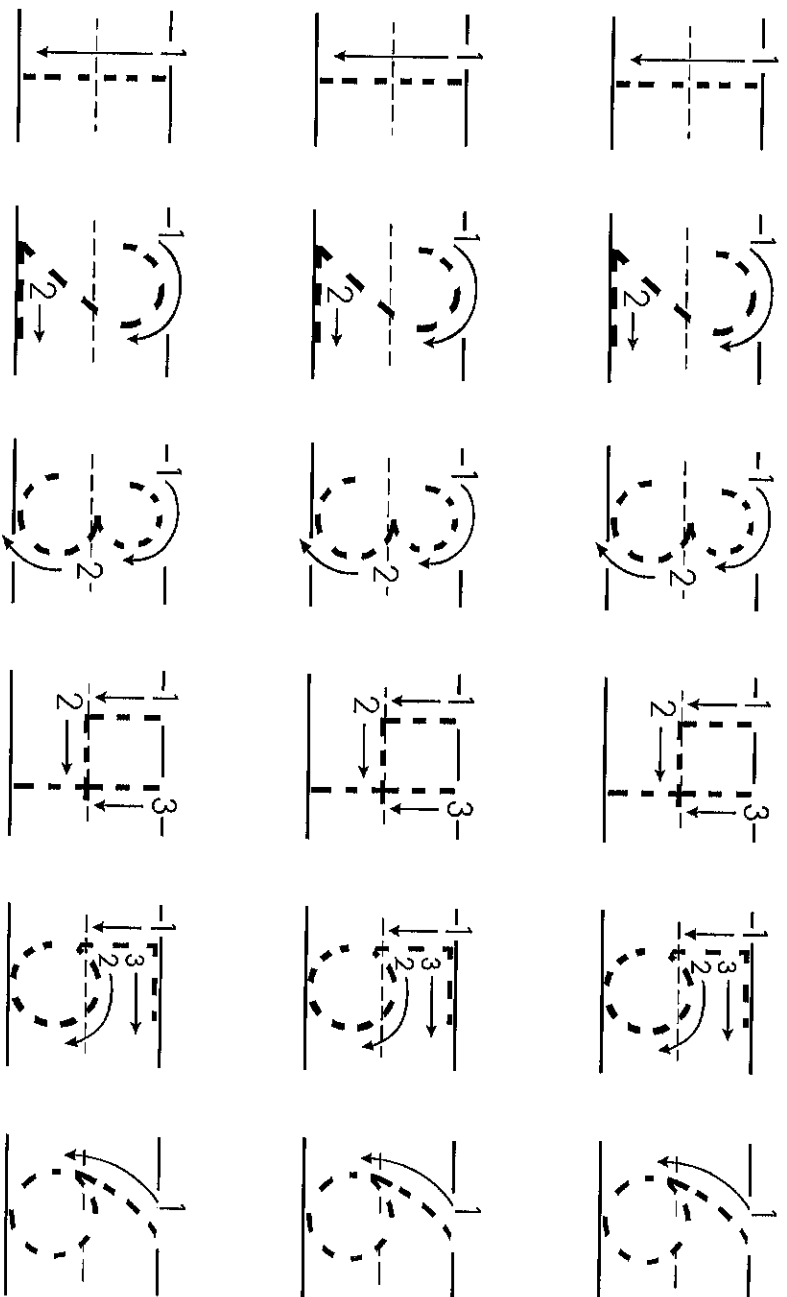
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13

15

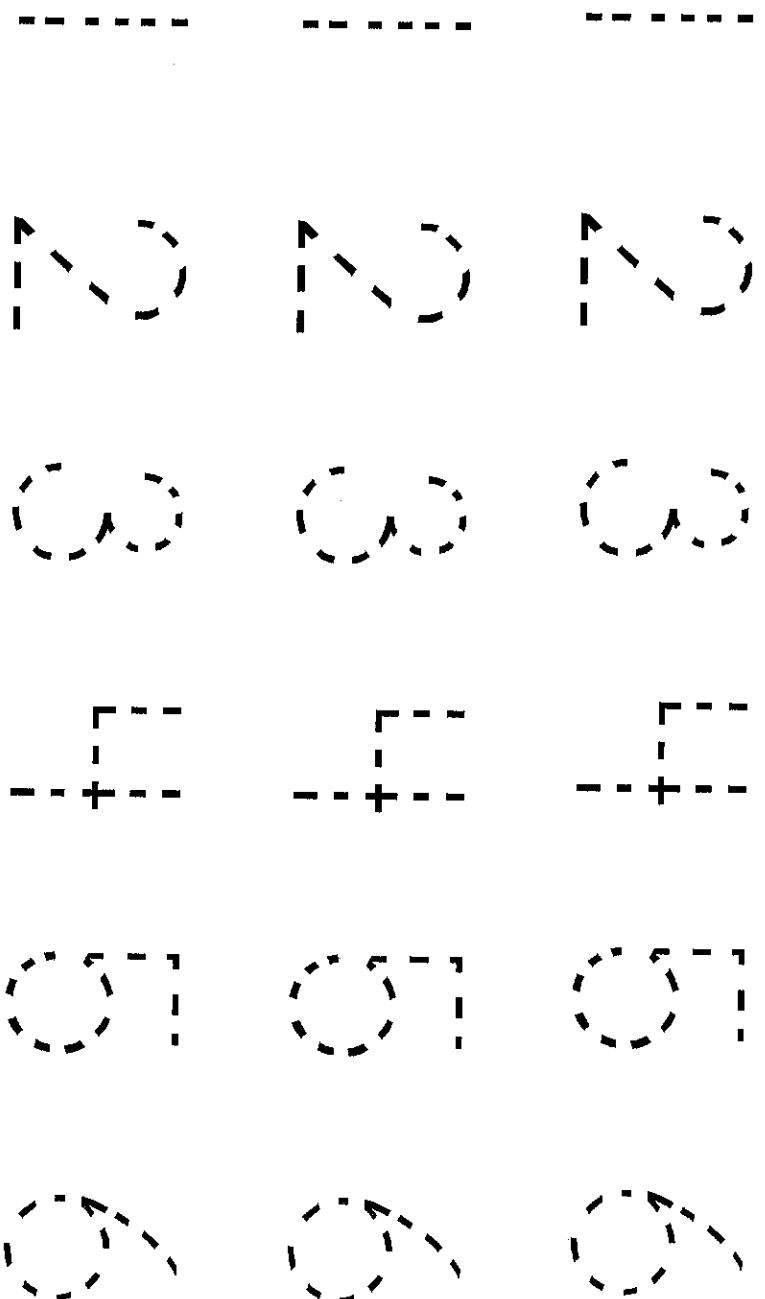
Race to Trace!

Play with a partner. Take turns to roll the die. Trace the number the die lands on. Keep going until one of you has traced all of the numbers on your sheet.



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Play with a partner. Take turns to roll the die. Trace the number the die lands on. Keep going until one of you has traced all of the numbers on your sheet.



Race to Trace! (2 - 12)

Play with a partner. Take turns to roll two dice. Count the total number of dots and trace that number below. Keep going until one of you has traced all of the numbers from 2-12.

2

3

4

5

6

7

8

9

10

11

12

Race to Trace! (1-22)

Play with a partner. Take turns to turn over a double ten frame card. Trace the matching number below. Keep going until one of you has traced all of the numbers from 1-22.

1

2

3

4

5

6

7

8

9

20

21

22

Dice Race

Materials: die, Dice Race recording sheet

1	2	3	4	5	6	6
1	2	3	4	5	6	6
1	2	3	4	5	6	6
1	2	3	4	5	6	6

1. Roll a dot die.
2. Write the number you rolled in the matching column on your recording grid, starting at the bottom.
3. Keep rolling and writing numbers until you have filled all the spaces for one number to the top of the grid.
4. The first number to be filled is the winner.

Dice Race



1	2	3	4	5	6
1	2	3	4	5	6

1

2

3

4

5

6

Missing Number Grids

Materials: laminated missing number grids, dry erase markers

1				5
	7		9	
11		13		
	17		19	

1. Choose a missing number grid.
2. Fill in the missing numbers.
3. When you have filled in all the numbers check your work by counting from the beginning of your grid to the end.
4. Ask a partner to check your work.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

1		3		5
	7		9	
11		13		15
	17		19	

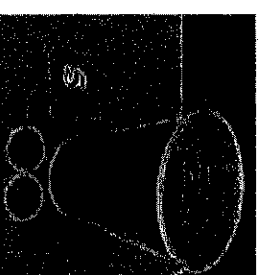
	2		4	
6		8		10
	12		14	
16		18		20

1				5
	7		9	
11		13		
	17		19	

	2		4	
6				10
	12		14	
16		18		

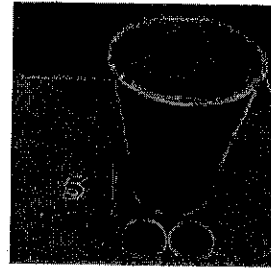
	2			
		14		10
16				

Counting On Cup



Materials: paper cup, die (with faces marked one more, two more, +1, +1, +2, +2), numeral cards (1- 8), counters

1. Work with a partner. Player 1: Turn over the top number card and put that number of counters in the cup.
2. Player 2: Roll the die and place that many counters next to the cup.
3. Together decide how many counters in all and fill in the record sheet.
4. Repeat until all the number cards have been used.



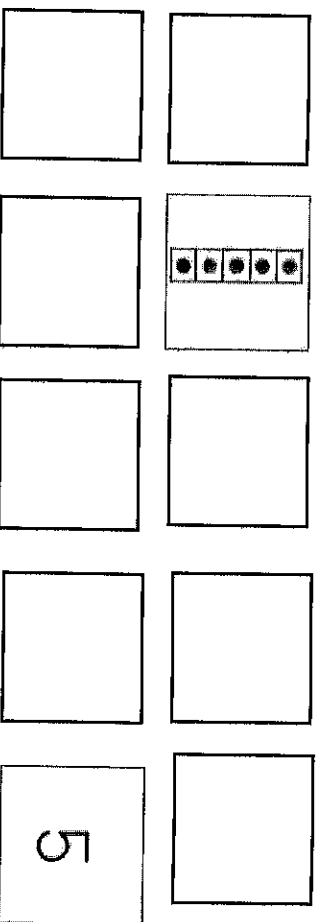
Counting On Cup

In the cup	Next to the cup	In all

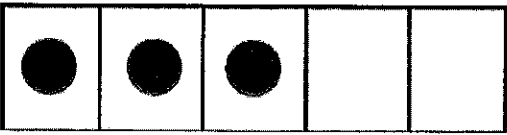
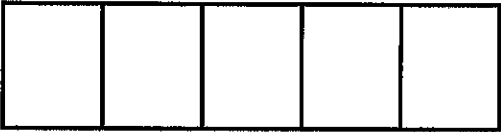
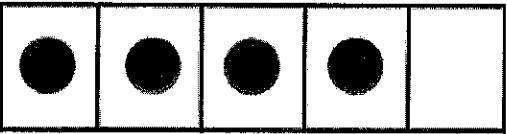
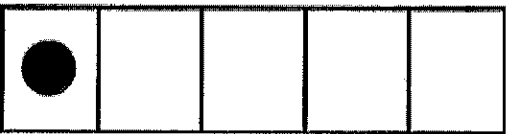
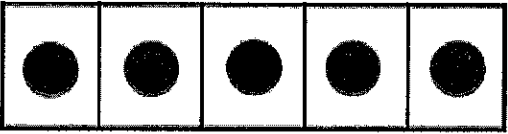
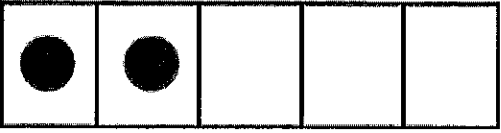
Five Frame Concentration

Materials: Copy of five frames (0-5) and matching numeral cards

1. Shuffle the cards and lay them face down on the table.
2. Take turns to turn over two cards, one at a time and say the number.
3. If the cards match, keep them. If they do not match turn the cards face down again.
4. Keep going until all the pairs have been found.

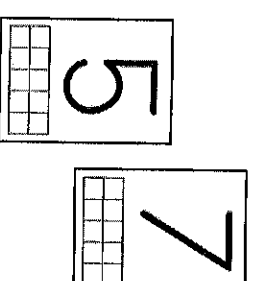


Five Frame Concentration Cards


	
	
	

0	1	2
3	4	5

Playdough Numbers

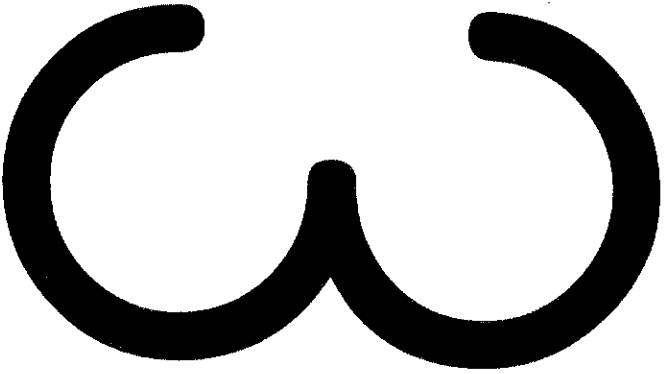


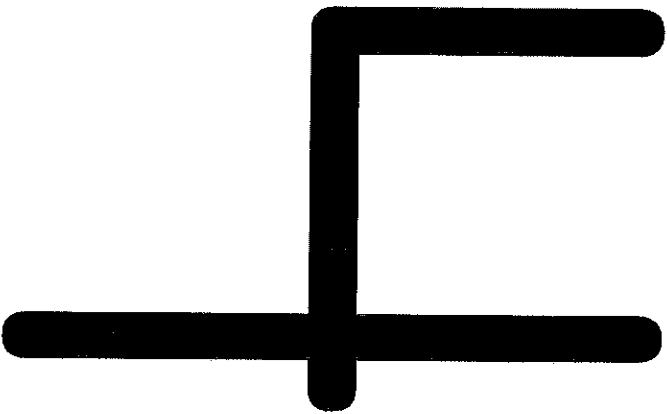
Materials: Playdough Number Cards, playdough

1. Choose a number card.
2. Roll your playdough into a long snake and use it to make the number on your card. 
3. Make small playdough balls to match the number on your card and put them in the ten-frame.
4. Repeat with another number card.



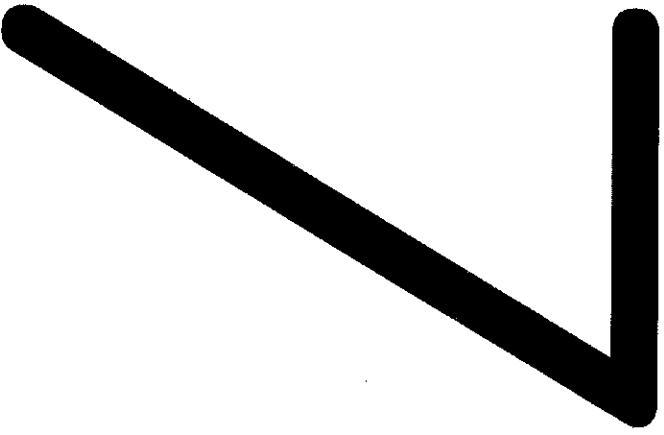


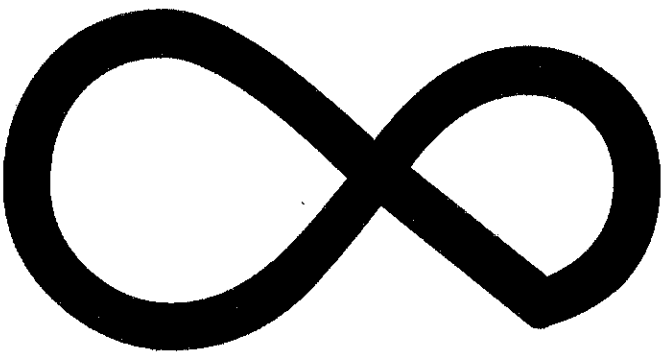


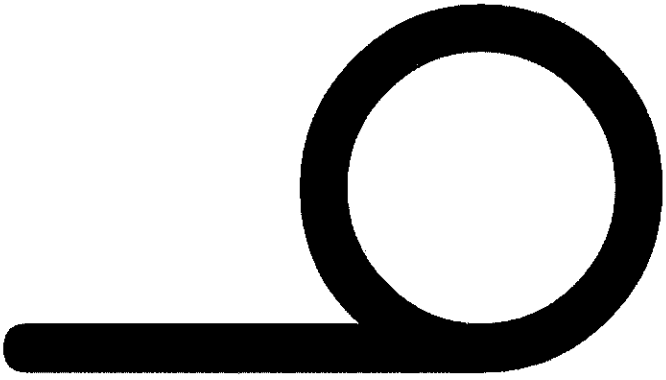


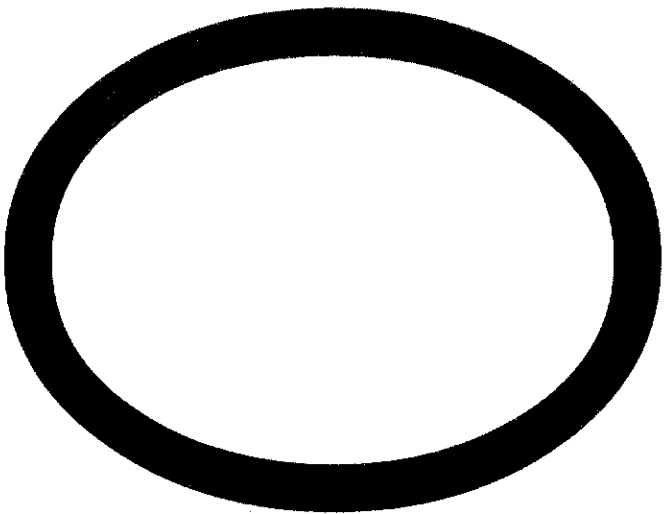
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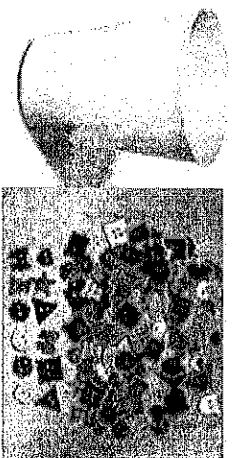




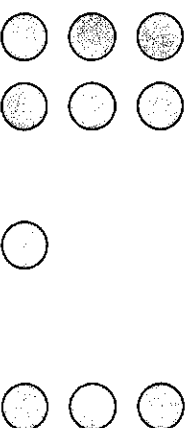
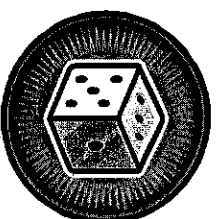
Counting Cup

Materials: Paper cups or paper bags containing various numbers of objects (counters, counting bears, buttons etc.)

1. Tip out the objects in your Counting Cup.
2. Count the objects.
3. Using pictures, numbers or words show what was in your Counting Cup. Show how many.



Greater Than/Less Than



Materials: counters, greater/less/equal cards, dot or numeral die

greater

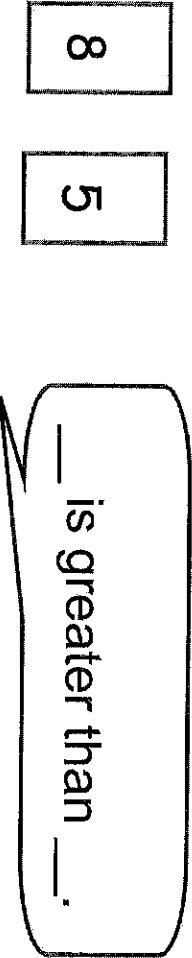
less

equal

1. Roll your die. Make a set of counters that is equal to the number you rolled.
2. Make a set of counters that is greater than the number you rolled.
3. Make a set of counters that is less than the number you rolled.
4. Use pictures, numbers, or words to show your work.
5. Continue to roll, make sets, and record your work.

Greater Than

Materials: Deck of number cards

1. Work with a partner. Deal the same number of number cards to each player.
2. Each player turns over one number card.
3. The player with the larger number takes both cards and completes the math talk sentence.



8 5

__ is greater than __.
4. Keep going until there are no cards left in the deck.
5. Count your cards to see how many you each have.

KCC7

Less Than

Materials: Deck of number cards

1. Work with a partner. Deal the same number of number cards to each player.
2. Each player turns over one number card.
3. The player with the smaller number takes both cards and completes the math talk sentence.


The diagram shows two rectangular boxes, one containing the number 8 and one containing the number 5. Below these boxes is a speech bubble with a tail pointing to the right. Inside the speech bubble, the text reads: "___ is less than ___."
4. Keep going until there are no cards left in the deck.
5. Count your cards to see how many you each have.