

Games

Before and After

Students stand on number line. Call out 'before' or 'after'; students jump to that number and say its name. Extension: Call out (e.g.) 2 before, 5 after.

Variation

Instead of number line, use numbers or numerals or words, e.g. 'What's the number before [word card 'two']?' Students answer orally.

Before and After Teens

Play in pairs or small groups, with one game board (BLM 69) and a set of number squares (BLM 70). Place the cards face down in a pile. In turns, each student turns over a card. If the card matches one of the centre numbers on the game board, place it on that number. If not, turn it face down in a discard pile. Once a centre number is covered, other cards can be placed before or after it, but they can only be placed in sequence. The game is complete when the board is filled.

Birds' Nests

Play in groups of four, each with a game board (BLM 52) and 20 counters. Students take turns to roll two dice, add together and place that number of counters on the bird's nests (one per nest). Game continues until the first student reaches 20.

Buzz

Students stand in a circle and teacher names a buzz number, e.g. every fifth number. Students call out numbers in turn and either clap or buzz on the nominated number, e.g. '1, 2, 3, 4, clap, 6, 7, 8, 9, clap.' Student who makes a mistake sits down. Keep going until two or three students left.

Bilby Down the Burrow

Play in groups using the game board on BLM 17. Roll the die and move the number of spaces shown. The first person to get to home and come out the other entrance is the winner.

Dino Deal

Play in groups of four. From a set of cards (4, 8, 12, 16, 20), students take turns to draw a card to discover how many toys they can share. From a collection of small dinosaurs (or counters), they collect that number and share between the four students in group.

Dino Drop

Played in pairs, each with a game board (BLM 28). Students cover each apple on their board with a counter. In turns they throw a die, take away 1 from the number thrown, then remove that many counters from the board (e.g. 6-1 = 5, remove five counters). Winner is the first student to take away all their counters.

Dinosaur Dash

Play in small groups (2-4), with one game board per group (BLM 30). In turns, students roll the dice they made on BLM 29 and move forward that number of spaces. First person to land on 'Cave' wins.

Farmyard Blitz

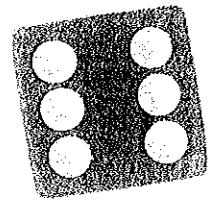
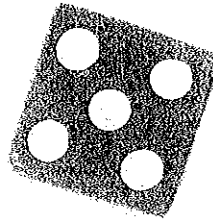
Play in pairs. Each student writes numerals between 2 and 10 in a nine square grid (BLM 24). In turns, students throw two dice, make two groups of plastic farm animals (or counters) and add to find total. They then place a plastic farm animal (or counter) over that numeral on the card. The winner is the first to cover all their numerals.

Fly Away

Play in groups of four, each with a game board (BLM 53) and 20 counters. Students place 20 counters on wire to represent birds. Roll dice in turns and take that many birds away. First to have no birds left is the winner. Must throw exact number to finish.

Fruit Box Game

Play in groups of four, with a game board for each player (BLM 45) and one die. In turns, students roll die and place that number of counters on the fruit that has that number of seeds (e.g. roll 4, place 4 counters on the apple seeds). Continue until all pieces of fruit have all their seeds.



Guess My Number (1)

Display fish with number dot patterns in a specified range (e.g. 1-5, 1-10). Students guess the number displayed and confirm by counting using one-to-one correspondence (select student to point while class counts). Match to numeral fish.

Guess My Number (2)

One student describes a number to 30, e.g. 'I am more than 10 but less than 20.' Others guess what the number is. Focus questions around concept being taught.

My Week

Play in groups of four, each group with a set of cards with names of days of the week (BLM 21). Place them face down. Students take turns to draw a card and state what day comes after. If student answers correctly he or she takes a counter. The other students in the group ask a question about that day, e.g. 'Do we come to school on Sunday?' If the first student answers correctly, he takes another counter. Student with the most counters wins.

Oger's Party Game

Play in groups of three, with one game board (BLM 74) and two dice. In turns, students roll the two dice and add the amounts. Move forward that many spaces. If a student lands on candle - miss a turn; on a present - have another turn; on a piece of cake - go back two spaces. The winner is the first to land on 'Finish'.

Our Town

Play in pairs, with one game board (BLM 39) and two dice. In turns, students roll the two dice, add the numbers together and move that number of places. First to land on 'Finish' is the winner.

Rob the Nest

Play in groups of four, with one game board per group (BLM 63) and one die. Each student chooses a nest. Place 12 counters in the middle nest. Students roll the dice in turn and rob any nests (one or all) to be able to put that many counters into their own nest. The winner is the student with the most counters in their nest at the end of five rounds.

Streets and Lanes

Students line up in two rows holding hands to form a street down the middle. One student is chosen to chase another down the street. At any stage the teacher can call 'Lanes', at which students drop hands, turn to the right, then join hands again to form a lane at right angles to the original street. When the first student is caught by the chaser, new students are chosen to run.

Fall off the Rug

Play in groups of four, with one game board per group (BLM 15) and 10 plastic toys (or counters) for each student. Students put a toy on each number. In turns they roll a die and remove that number of toys, starting from 10 and counting backwards (e.g. roll 2, remove 2 bears [numbers 10 and 9].) The winner is the person with the most toys left on the rug at the end.

20s Game

Play in groups of four, using game boards (BLM 54), counters, two dice and seven '10' cards (cards showing the numeral 10). Each student has a game board and 20 counters. Students take turns to throw two dice and add together. Place counter on that number. Use '10' cards for higher numbers.

What's the Score?

Students use paper plates, counters and dice to make groups. Roll a numeral die for the number of groups (paper plates) and a dot die for how many in each group (counters). Count groups to find a total. Record on BLM 68.