

*Number Knowledge Games. Stage 0 – 4.  
(approximately Years 0 to 3)*



*To support your child to have fun playing with numbers.*

# 2 Minute Games

Show and ask...

**What's the card?**

*Show a card and ask what it is.*

**What's after?**

*Show a card and ask the number after.*

**What's before?**

*Show a card and ask the number before.*

**Make 5**

*Show a card and ask how many more to make 5 (i.e. 3 and 2).*

**Make 10**

*Show a card and ask how many more to make 10 (i.e. 8 and 2).*

**10 and ?**

*Show a card and ask "10 and ? is"  
i.e. show 5 – 10 and 5 is ...*

# Make 5

## Learning Focus:

Learn the addition number facts to 5.

## 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

## Learning Focus:

Learn the addition number facts to 10.

## 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.

# *Pairs to 10*

## **Learning Focus:**

Know the addition facts to 10.

## **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.

# *Before and After 0-10*

## **Learning Focus:**

Know 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 has 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.

# Which Way Around

## Learning Focus:

Order numbers to 100.

## What you need:

- A pack of cards with the picture cards and tens removed.
- Pencil, Paper

## What to do:

- Draw 7 boxes beside each other. Write 10 in the first box, and 100 in the last box. 5 boxes between.

10						100
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- Place the card in a pile.
- Take turns to turn over two cards.
- Choose how this number could be written. eg. If a 2 and a 6 were turned over they could be written as 26 or 62.
- Each player chooses where to record the number. Write the number in a square. Once written the order cannot be changed.
- The next player has a turn.
- A number can only be recorded if there is a space.
- The first player to have all the boxes filled with the numbers in the correct ascending order is the winner. A number line or a tape measure with numbers to 100 can be useful to help children order the numbers.

## What to expect your child to do:

- Be able to accurately sequence random numbers to 100.

# Crazy Twos

## Learning Focus:

Count in two's.

## What you need:

- A pack of cards with picture cards and jokers removed. (Ace =1)

## What to do:

- Deal each player 6 cards.
- The other cards are placed face down in a pile.
- The player to the left of the dealer places a card from their hand face up on the table.
  - Players take turns to place a card that is 2 greater than the card turned up. e.g If a 5 was turned up then a 7 is needed to have a turn. If the player can't place a card he/she has to pick up a card from the deck. If that card can be placed the player can put it on the pile.
  - When either a 9 or a 10 is placed on the pile, the next player starts the sequence again by placing any card they choose.
- The winner is the first player to get rid of their cards.

## What to expect your child to do:

- Count in two's from odd or even numbers to 10.

# Greatest number to 100

## Learning Focus:

Order numbers to 100.

## What you need:

- Playing cards. (Ace = 1, Jack = 0)

## What to do:

- The cards are placed faced down in a pile between the players.
- Each player selects two cards and arranges them to make the largest two digit number.
- *For example 5 and 2 can be arranged as 52 or 25.*
- Ask your child to read the numbers and decide which is biggest.
- The cards are placed at the bottom of the pile.
- The player with the largest number wins a point. The winner is the first player to win 5 points.

## What to expect your child to do:

- To read the two digit numbers and recognise the biggest number.

## Variation:

- The aim can be to make the smallest two digit number.
- Ask your child: *How many tens are in each number?*
- *Which number is closest to 50?*