# **EARLY COUNTING ACTIVITIES**

#### **MULTI-SENSORY COUNTING**

Take a handful of

- Dried beans
- Pasta shapes
- Conkers
- Buttons

Guess how many are there (more or less than 10?

Count (touch and move) – to know that the last number is the total

### **CONSERVATION OF 5**

When adding 2 numbers above 5 (i.e. 8) – children will usually count 5 on one hand, then 2 on the other – then start **right back at the beginning** to count 5 and then 2.



The trick is to ask them how many fingers they have? (5)

Have you lost any? If you know you have 5, then just count on!

### **PLACE VALUE**

Take a handful of objects, guess more or less than 10?

Then count (touch and move)

Count out the 10's and then
the units
Use **place value cards** to
make the number they have
made

## **Problems in counting**

- Children sometimes count out of sequence (1,3,2,5)
- Children may count 1 –
   5 but not know that the last number is the total
- 1 to 1 match say
   12345 when there are only 3 objects present
   (ie) skim over the objects chanting count
   but not matching!

### **COUNTING CARDS**

- Match the picture total to a number
- Match the number to the same total but different picture
- Match picture total to a dice throw
- Match the picture to graphic dice
- Say one more/less
- Order amounts etc.

### **DICE COUNTING**

Throw a dice – count out that total using multisensory objects

Find the number on a laminated 100 square, circle with a WB pen
Repeat a number of times
(Repeat with 2 dice to make a TU number- reverse number (4 & 2 – 42 or 24 Find on a 100 square and mark

Practise writing numbers - Order numbers on a WB

### **READING AND ORDERING**

Use place value cards (tens and units only)

Turn over & read a ten & unit to make a 2 digit number

Read the number and write on a WB - Repeat five times -Write them on post it's and put in order

Count them out and put into piles

### **HIGHER / LOWER**

Use a pack of playing cards

Decide whether an Ace is high or low

Discuss King, Queen & Jack

Order the pack from smallest to biggest

Shuffle thoroughly

Then play HIGHER – OR LOWER

Hide the number	COMBINING SETS	MAKE A NUMBER	NUMBER BOOK
Use a number track.  Cover the numbers with counters  - Individually or pairs, children have to say the number covered, if correct they keep.  Winner is the pupil with the most.	Use 2 set circles (or draw circles on paper)  Throw a dice – put out that amount of cubes into the first set.  Repeat for second set.  Combine to reach a total.  Stress terms – add, more, total etc.	(formation – recognition)  Use textured paper – sandpaper, wallpaper etc)  Cut out numbers  Run fingers along the correct formation  Order the numbers from smallest to biggest	Sing number rhymes such as (ten green bottles, five little ducks, ten fat sausages etc). Children pick favourite to make their own pages.  Make 5 current buns out of play-dough and take photos for each page (5, 4, 3, 2, 1) or draw picture and write the numeral to match.
RECOGNISING NUMBERS  Use a small portion of a 100 square – cut into number lines (1 – 10 / 11-20)  Turn over number card.  Cross it off the number strip.  Winner is the first person to cross	QUICK BINGO  Write 5 numbers on a small whiteboard 0 – 10  Use place value cards  Ten / numbers 0 – 9  Turn over to make numbers  The winner is the first to cross off	YES / NO  Each has a number line  They draw a circle around one of their numbers.  Pupils take it in turns to ask a question.  Is it more than 5?  Is it less than 7?  Etc.	CLAPPING MATHS  Write small numbers on post it's face down  Pupils take it in turn to turn over and clap the numbers they have drawn.  Other pupils in the groups have to count in their heads and write the number on a white board.