



St John the Apostle
Catholic School
Strength & Gentleness

Maths Kits- Kindy Games

Dear Kindy Parents,

Please see below for a list of activities. Allow your child to 'estimate', check and problem solve themselves before assisting them. This encourages mathematical thinking and confidence in number. It is also beneficial to ask your child to explain their thinking wherever possible as this demonstrates deeper understanding of concepts.

Happy counting!

Jade Gillett 😊

Learning Coordinator

NUMBER ACTIVITY: HANDFULS

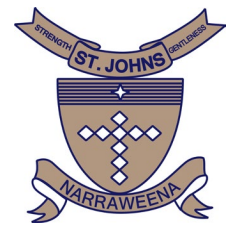
- Get a small handful of counters (10 or less).
- Drop them gently onto a surface.
- Without counting, guess how many counters there are.
- Check how many there are by moving them one by one into a neat line.
- Organise your counters in 3 different ways (This encourages visualisation and mathematical thinking).
- HAVE FUN! :)

Optional Challenge: You may like to play using 2 digit numbers (ie. Up to 20 counters).

NUMBER ACTIVITY: NUMBER BUSTING

- Choose a number to 'number bust'.
- Partition/split/bust your number in as many ways as you can using the following materials:
 - Tens frame/ counters
 - Number line (measuring tape)
 - Paper clips
- Record your number in as many ways as you can using number sentences (eg. addition, subtraction).
- Think of a story to match your maths (eg. 10 children were on a bus, how many boys and girls were there?).

Optional Challenge: You may like to play using 2 digit numbers (ie. Up to 20 counters).



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RACE TO TEN (& BACK AGAIN)

- You will need 2 tens frames, counters and a die from your maths kit.
- Partners take turns rolling the die. The players imagine how many counters they will have all together. (This encourages mental addition strategies).
- The player places that amount of counters on the tens frame.
- The first to reach ten wins.
- **Alternative: Race back from ten. Follow the same except take away counters and the first to get to zero, wins.**
Optional Challenge: Play 'Race to 20'.

'THE BIGGEST WINS'

- Players flip over one card each.
- Guess who has the biggest number (J, Q, K= 10/ A= 1, Joker= 0).
- Prove who has the biggest by using the number line (measuring tape) and by placing your amount of counters on the tens frame.
- Whoever has the biggest number, keeps the cards (Both players keep their cards if there is a tie).
- Whoever has the most amount of cards at the end, wins. Have fun!!
Optional Challenge: You may like to play using 2 digit numbers (using 2 cards).

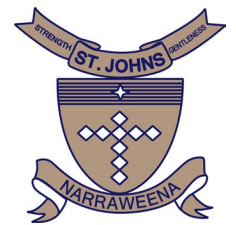
NUMBER ACTIVITY: 'FRIENDS OF TEN' MEMORY

- You will need at least 2 players.
- Place each card face down in organised rows.
- Players take turns to find cards that add to ten eg. 5, 5. Encourage your child to solve the problem mentally before checking the answer. Check your 'friends of ten' each time by placing your amount of counters on the tens frame.
- If no match is found, the cards are simply returned to their position, upside down.
- When a match is found, the player keeps the two cards.
- The player with the most cards at the end, wins.

Optional: record your work on [Seesaw](#) or on your whiteboard.



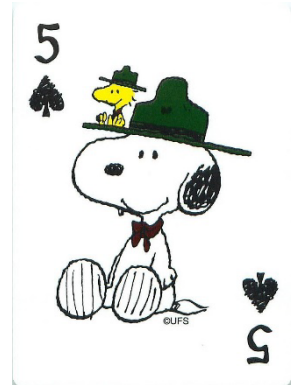
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NUMBER ACTIVITY: SNAP +/-

- This game can be played with at least 2 players.
- The pack of cards is placed face down in a pile.
- Players take turns turning over a card to sit on top of the previous card. If the card is one more or one less than the previous card, the players race to place their hand on the pile of cards and call out “Snap!”
- The player who is first to ‘Snap’ the pile of cards, keeps the pile.
- Continue playing until all cards have been played. The player with the most cards at the end of the game, wins.
- A= 1, J= 10, Q= 11, K= 12, Joker= 0



Optional Challenge: You may like to play Snap +/- 2.