## Count, recog nise and order numbers 1 to 10 or 1 to 20

Count in twos up to 24 Count in fives up to 60 Count in tens up to 120

## Know all num-

## ber bonds to 10

 or 20
## Count'em

- $\quad$ Players take it in turns to grab a handful of 'things' count them and record the number. The aim of the game is to get each number from 10-20. The first one to do so is the winner.


## Ladder game

- You will need 0-20 cards and 2 ladder boards (see resource stuck in book). Shuffle cards and place in a pile, face down. Players take it in turns to turn over a card. Both players choose where to write the number on their ladder board. Once a number has been placed, it cannot be moved! Keep going until 5 cards have been turned over. Aim to place all the numbers in order. If you can't place one, put it in the bin! The winner has most numbers in order.


## Inbetweenies

- You will need 0-20 cards. Shuffle cards and place in a pile face down. Player A turns over 3 cards and puts them in order. Player B turns over 1 card and if it can be placed between any of Player A's cards, they score a point. Swap roles, First to 5 points wins.
- $\quad$ Say them - 1 person says a number and the other person must quickly say 1 more or 1 less (could do this while throwing a ball to each other)


## More or less

- You will need 1-100 grid (see resource in book) with lots of random numbers shaded in two colours (red and blue), dice and counters. Players take it in turns to throw dice and move their counter. Land on blue - move on 1 . Land on Red move back 1 . First player to 20,50 or 100 wins.


## You choose

- You will need 0-20 cards, counters and 1-100 grid (stuck in book) Players take it in turns to turn over a card and decide whether to cover a number that is 1 more or 1 less than the number card. The first to cover 3 numbers in a line without an opponent's counter in between is the winner.
- Get children to do this actively, forwards and backwards to a rhythm, i.e. while skipping, jumping, bouncing a ball.
- Write out the sequence of numbers with some missing - can they say what the missing numbers are, i.e. $0,2,4, \ldots, 10$, 12, 16, $\qquad$ 18, 20, $\qquad$ , 24
- Count out or draw around and count 2p,5p or 10p coins (or do coin rubbings).
- Counting pairs of socks or front doors on the even numbered side of the street
- Draw a hopscotch in chalk on patio/pavement with their counting sequence on. Can they continue counting on from the number they land on?


## Ten nice things.

- 2 players. 10 or 20 small objects. Player 1 hides a number of the objects under a cup/bowl/cloth while player 2's eyes are closed. Can player 2 count how many there are left remaining and use this to say how many must be hidden.


## Snap.

- Have several sets of cards numbered 1-10 (or 1-20). 2 players. Each player takes it in turns to turn over a card. If 2cards are placed together and total 10 (or 20), first player to shout "Snap" wins the pile of cards. The winner is the player with the most cards when all of them have been dealt.


## Pelmanism

- Spread out 2 packs of 0-10 (or 0-20) cards face down on the table. Players take it in turns to reveal two cards. If the total of the 2 cards is 10 (or 20), they keep them, otherwise they turn them back over.


## Cover your board

- You will need 2 grids with even numbers from 4-24 (extend these numbers further for more challenge), counters and 2 die.

Ladder Boards

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |



